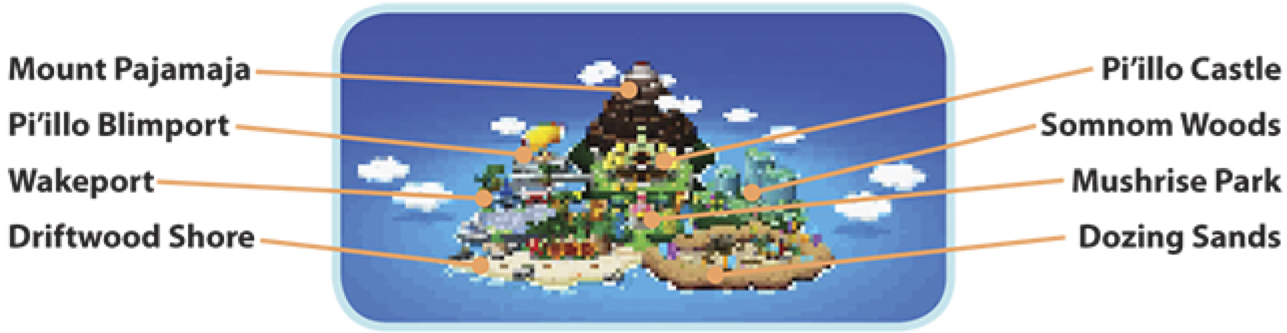
Welcome to Pi’illo Island

Trouble in Paradise

Welcome to Pi’illo Island, a picturesque isle teeming with natural beauty and abundant wildlife. Invitations have been sent out and guests are streaming in from all over the world, eager to relax and sightsee on this untouched paradise—artifacts from the ancient Pi’illo Kingdom are a huge draw. But all is not well on this fledgling tourist destination. Appearances by a bat-like apparition known as Antasma threaten not only the tourist industry, but the entire island…and perhaps the world. Fortunately, Mario and Luigi are two of the guests vacationing on the island when things go awry. Can they thwart Antasma’s evil plans for conquest?

Island Map



- **Pi’illo Blimport**: The majestic Blimport! Home to the island’s blimp fleet: the Zeeppelin, Conkstream, Snorigible, and Naptune IV—all fine vessels capable of safe and luxurious blimping.
- **Pi’illo Castle**: Dating back to the time of the Pi’illo Kingdom, this castle has been transformed into a hub of tourist activity, complete with a general information center, cafe, gift shop, and hotel. But there are also several unexplored chambers of the castle containing ancient and mysterious artifacts.
- **Mushrise Park**: A haven of natural beauty, this park is lovingly pruned. Many unusual plant varieties can be found only there. Tourists just love rare flora!
- **Dozing Sands**: This desert region is arid and unforgiving, as you might expect. It’s currently under construction to make it more suitable for sightseeing. Many ruins and artifacts from the ancient Pi’illo Kingdom have been excavated here.
- **Wakeport**: For a slice of relaxing village life, this port resort simply can’t be beat! There are even events geared toward tourists, allowing guests to show off their skills in exchange for prizes. It’s no surprise that Wakeport is the most popular spot on the island.
- **Mount Pajamaja**: This is the highest mountain of a majestic range on the island. You can even participate in a tour to climb to the summit! Oh, the fond memories you’ll make! Why not try the tour out?
- **Driftwood Shore**: This just happens to be a stretch of beautiful beaches. For a taste of the tropics, this popular destination can’t be beat.
- **Somnom Woods**: In this lush, primordial forest, the trees grow thick and leafy. There has been very little development in this region. As such, it can’t be recommended for tourists.

Welcome to Pi’illo Island

Heroes and Villains

Mario

Mario’s reputation as the bravest citizen of the Mushroom Kingdom is well earned. He has averted disaster from the likes of Bowser (and worse) time and time again. But Mario’s latest adventure, on Pi’illo Island, takes him deep into the dream world, where almost anything is possible. More than ever, Mario must rely on his brother Luigi, working together to overcome various challenges and defeating countless enemies in battle, both in the real world and the dream world.

Luigi

Luigi, brother of Mario, is just as well known as a capable hero, albeit one with a jittery set of nerves. While not as headstrong as Mario in the face of evil, Luigi never lets his brother down. During their Pi’illo Island adventure, Luigi’s ability to fall asleep in any circumstance proves to be an unexpected asset, allowing Mario to enter the dream world. In these dreamy landscapes Luigi wields even greater power using his imagination (or Luigination) to help Mario overcome various challenges.

Princess Peach

The matron of the Mushroom Kingdom, Princess Peach is beloved by all citizens—even those that aren’t up to any good, like Bowser. Peach usually resides in her pink castle, but even this princess needs a break from such luxurious living. Intrigued by an invitation, Peach decides to visit Pi’illo Island. But the promise of a relaxing resort is spoiled by several bizarre and unexpected events. Fortunately for Peach, Mario and Luigi are never far from her side.

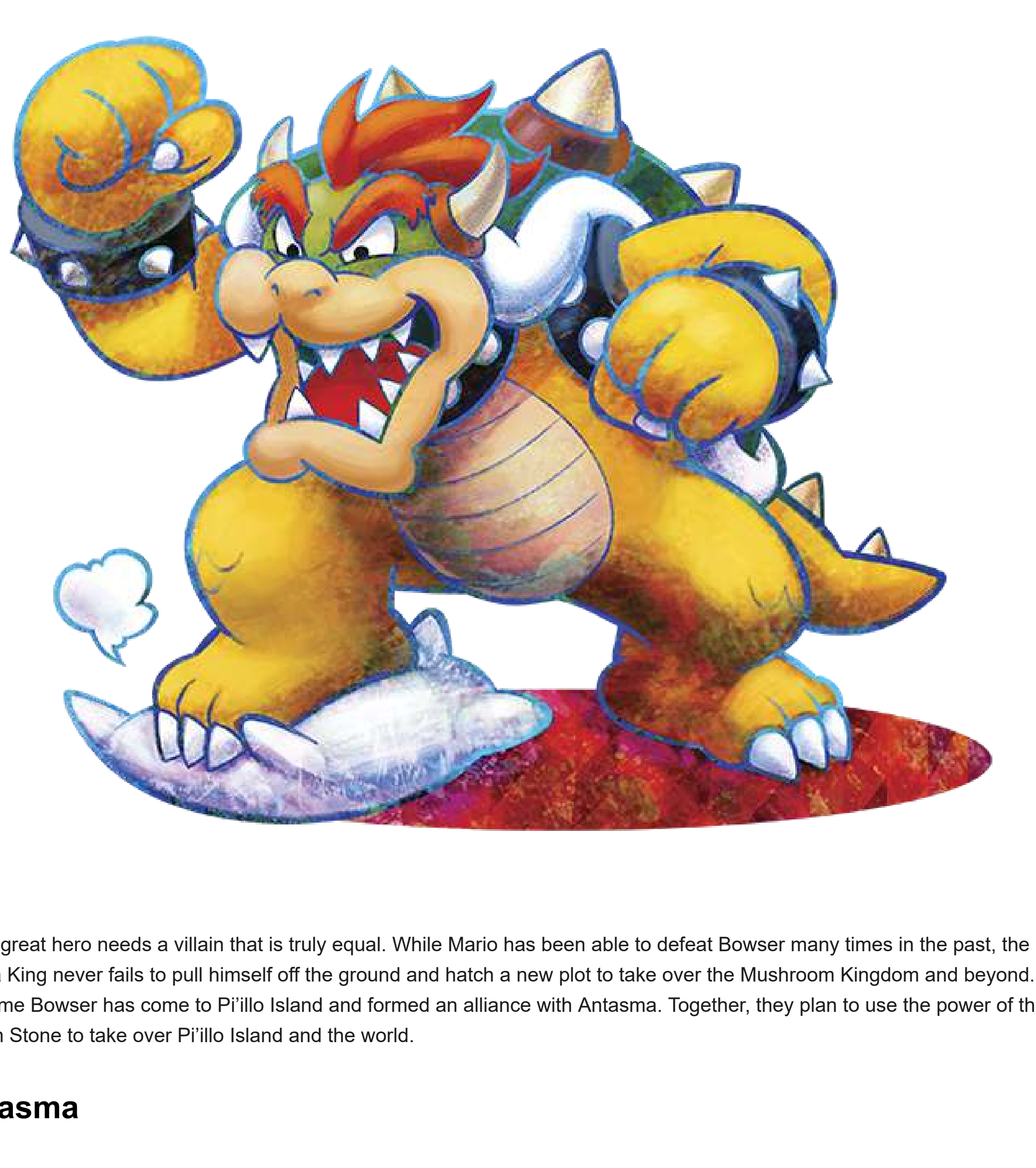
Starlow

Peach isn’t the only one to receive an invitation to Pi’illo Island—Starlow did too. Once again, Mario and Luigi team up with Starlow of the Star Sprites. As he did during their previous adventure, Starlow accompanies Mario and Luigi and dispenses valuable suggestions and advice. And hopefully they heed that advice, because the Star Sprites are wise in the ways of exploration and battle. Although not an expert on Pi’illo Island, Starlow’s intuition serves him well.

Prince Dreambert

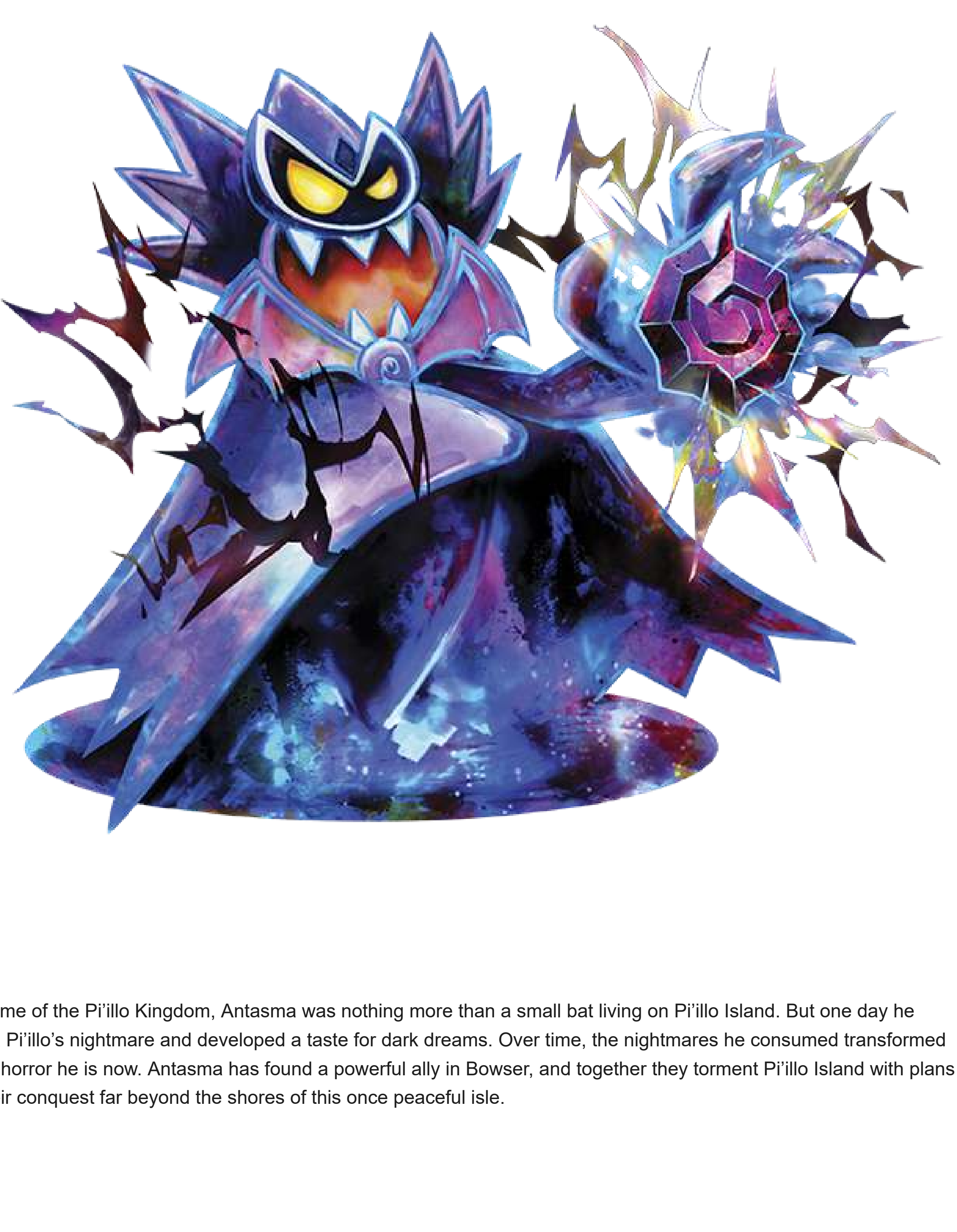
Long, long ago, Prince Dreambert was the ruler of the peaceful Pi’illo Kingdom. The pure essence of Dreambert’s soul, and the souls of all Pi’illo folk, became trapped within chunks of solid nightmare during an epic conflict with the bat known as Antasma. Along with Starlow, Dreambert joins Mario and Luigi during their adventure, offering insight into the island’s troubled history and mystical powers.

Bowser



Every great hero needs a villain that is truly equal. While Mario has been able to defeat Bowser many times in the past, the Koopa King never fails to pull himself off the ground and hatch a new plot to take over the Mushroom Kingdom and beyond. This time Bowser has come to Pi’illo Island and formed an alliance with Antasma. Together, they plan to use the power of the Dream Stone to take over Pi’illo Island and the world.

Antasma



During the time of the Pi’illo Kingdom, Antasma was nothing more than a small bat living on Pi’illo Island. But one day he consumed a Pi’illo’s nightmare and developed a taste for dark dreams. Over time, the nightmares he consumed transformed him into the horror he is now. Antasma has found a powerful ally in Bowser, and together they torment Pi’illo Island with plans of taking their conquest far beyond the shores of this once peaceful isle.

Getting Started

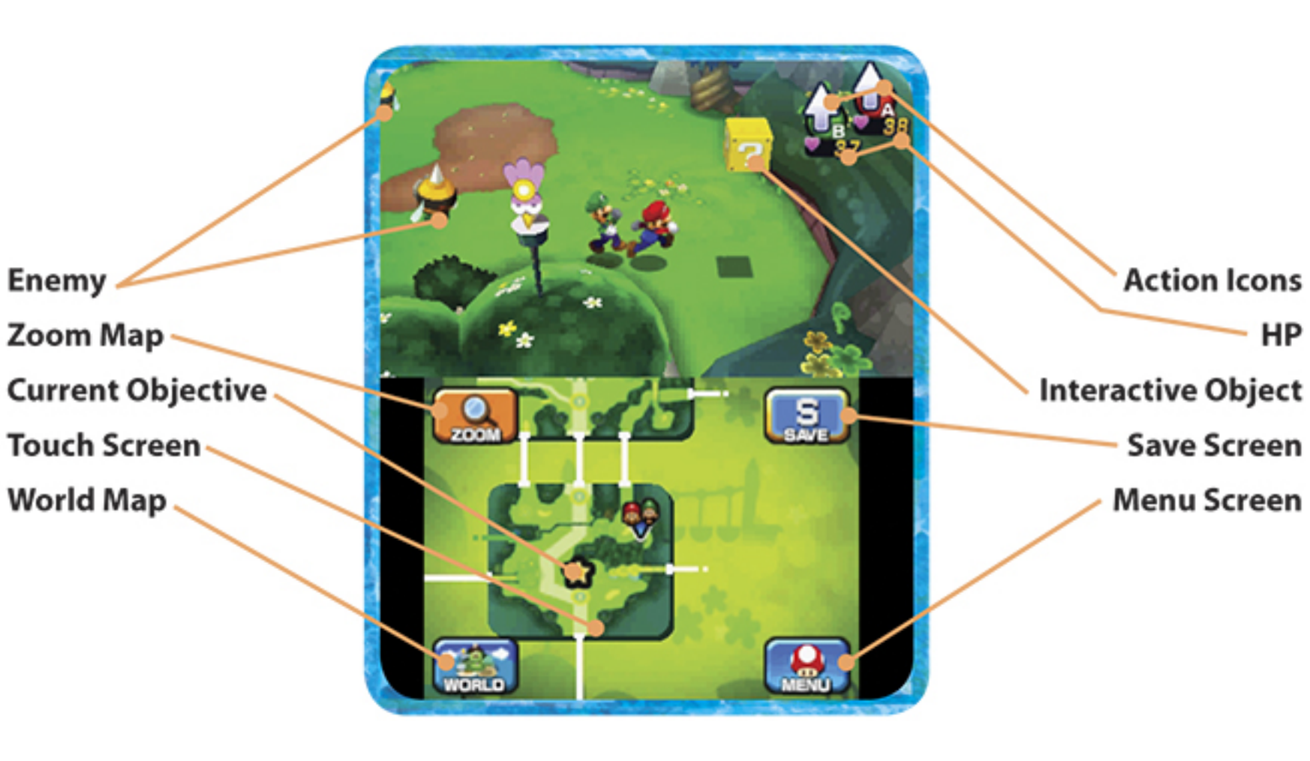
Interface

Don't let the sudden influx of tourists fool you—Pi'illo Island isn't the carefree resort Broque Monsieur claims it to be. While the island has its fair share of beauty and natural wonder, something dark and sinister is afoot. Fortunately for the island, its inhabitants, and guests, Mario and Luigi have just arrived from the Mushroom Kingdom, ready to confront any challenge. Before your adventure begins, take a moment to review the gameplay fundamentals detailed in this chapter.

Interface

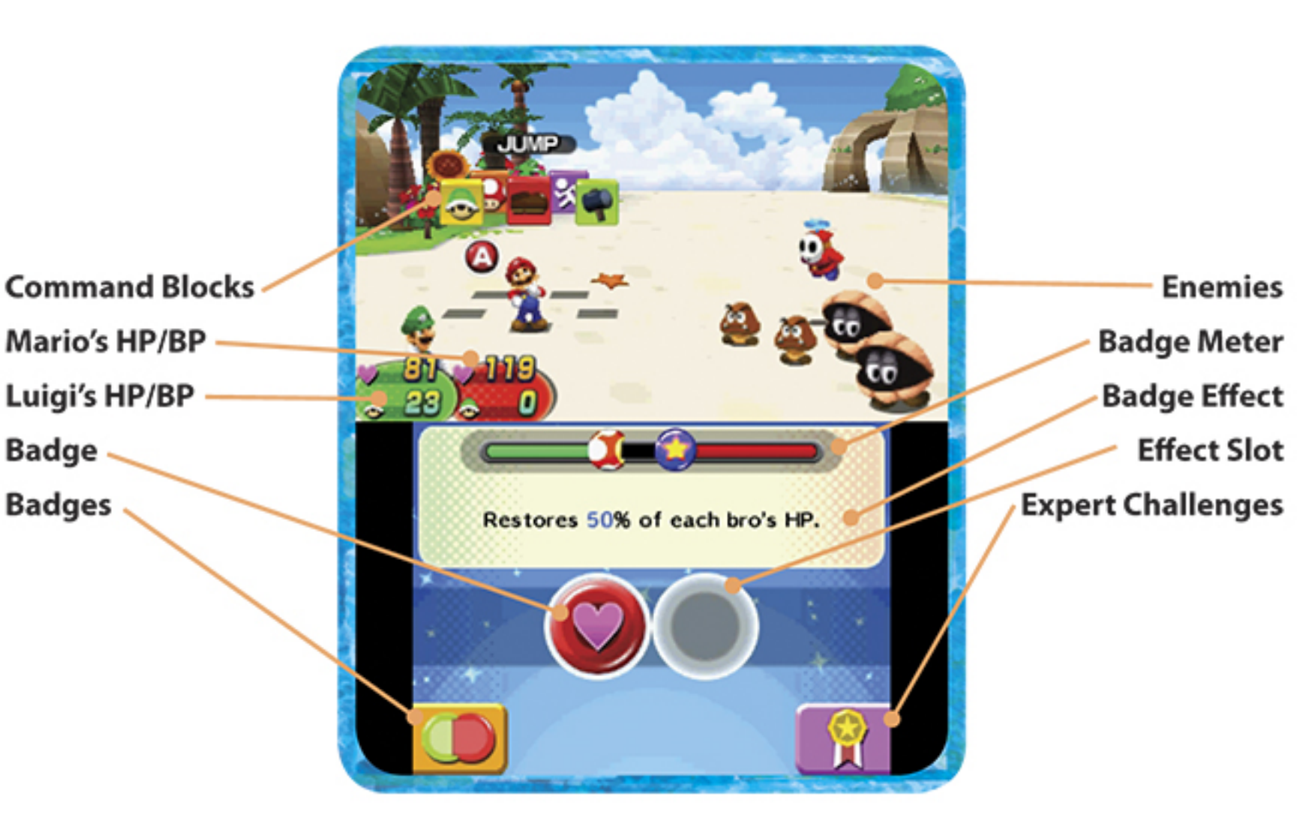
Game Screens

Field


Enemy
Zoom Map
Current Objective
Touch Screen
World Map
Action Icons
HP
Interactive Object
Save Screen
Menu Screen
ZOOM
SAVE
WORLD
MENU

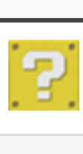
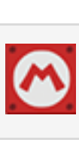
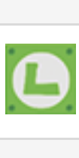
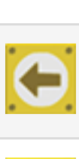
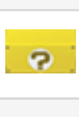
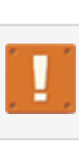
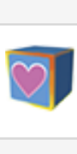
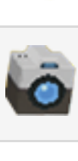
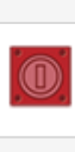
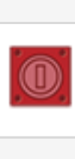
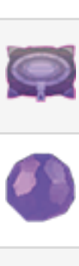
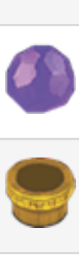
- **Action Icons:** These are the current actions assigned to Ⓐ and Ⓑ. Cycle through other available actions by pressing R. Press L to return to the jump action.
- **HP:** These values represent Mario's and Luigi's Health Points, or HP.
- **Enemy:** Avoid contact with enemies until you're ready to battle. At that point, jump on them or hit them with a hammer to perform a preemptive attack, triggering a battle.
- **Interactive Objects:** Blocks and other objects populate the real and dream worlds. Some contain items and others trigger events.
- **Touch Screen Map:** This small map provides a quick overview of Mario and Luigi's current location.
- **Objective:** The current objective appears as a gold star on the Touch Screen map.
- **Zoom:** Select this option to toggle the zoom setting of the Touch Screen map.
- **World:** Open the World map, showing Pi'illo Island in its entirety.
- **Save:** Select to save your game at any point.
- **Menu:** This button opens the menu screen.

Battle


Command Blocks
Mario's HP/BP
Luigi's HP/BP
Badge
Badges
Enemies
Badge Meter
Badge Effect
Effect Slot
Expert Challenges
JUMP
81
119
23
0
Restores 50% of each bro's HP.

- **Command Blocks:** When it's your turn, use the Circle Pad to cycle through these various Command Blocks, allowing you to attack, flee, or consume an item.
- **Mario's HP/BP:** These two numbers represent Mario's current Health Points (HP) and Bros. Points (BP).
- **Luigi's HP/BP:** These two numbers represent Luigi's current Health Points (HP) and Bros. Points (BP).
- **Enemies:** Foes always appear on the right side during a battle.
- **Badge Meter:** This meter fills little by little with each successful attack. Fill the meter completely to attain a badge effect.
- **Badge Effect:** This line describes the badge effect determined by the currently selected badge combo.
- **Badge Effect Slot:** Earned badge effects appear as icons in these two slots.
- **Badges:** Press this button to change badges during a battle. But note, changing badges causes the badge meter to reset.
- **Expert Challenges:** Review the available Expert Challenges along with point values and criteria for each.

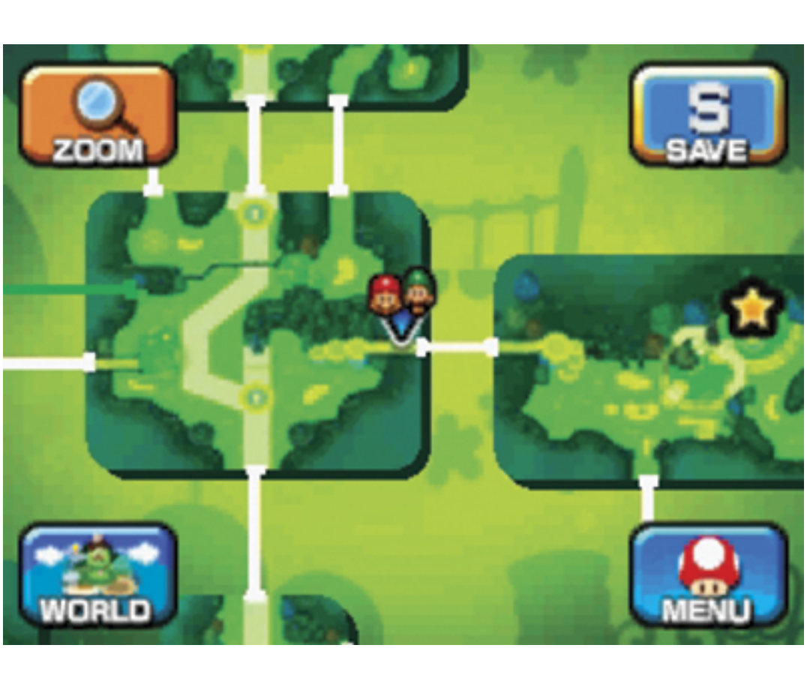
Common Interactive Objects

Image	Name	Description
	? Block	Strike these blocks from beneath to obtain coins, items, or gear.
	M Block	Only Mario can strike these blocks. They may contain coins, items, or gear.
	L Block	Only Luigi can strike these blocks. They may contain coins, items, or gear.
	Bros. Block	Upon striking this block, an M Block and L Block appears. Rapidly strike the M and L Blocks to gather coins.
	Random Block	After striking this block, use Mario to strike the red blocks and Luigi to strike the green blocks to obtain coins.
	Event Block	These blocks trigger a variety of events, often opening gates and other passages.
	Save Block	You can save your game by striking one of these blocks.
	Camera Block	These blocks contain shots that can be decrypted at Kylie Koopa's in Wakeport.
	Red Coin Block	Eight Red Coins appear after striking this block. Collect all eight coins as quickly as possible (before they disappear) to trigger an event. Exclusive to dream world.
	Pi'illo	Interact with these objects to enter the dream world and rescue Pi'illos.
	Nightmare Chunk	Found only in dream worlds, smash these chunks to set Pi'illos free.
	Warp Pipe	These yellow pipes allow you to warp around the island, accessing different regions instantly.

Tip

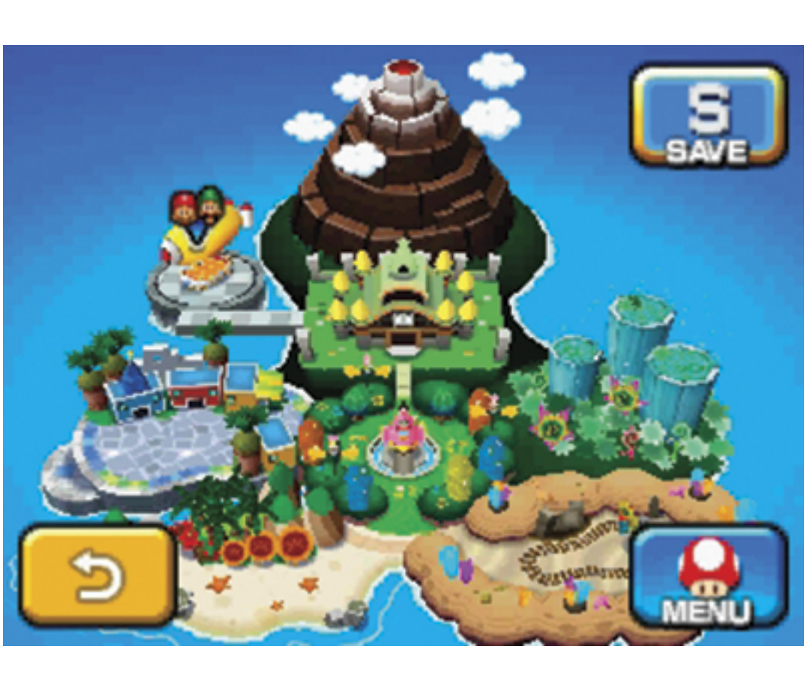
When blocks contain multiple coins, hit them as fast as possible to collect all the coins inside. If you're slow, the number of coins in the block dwindles over time.

Touch Screen Map


ZOOM
SAVE
WORLD
MENU

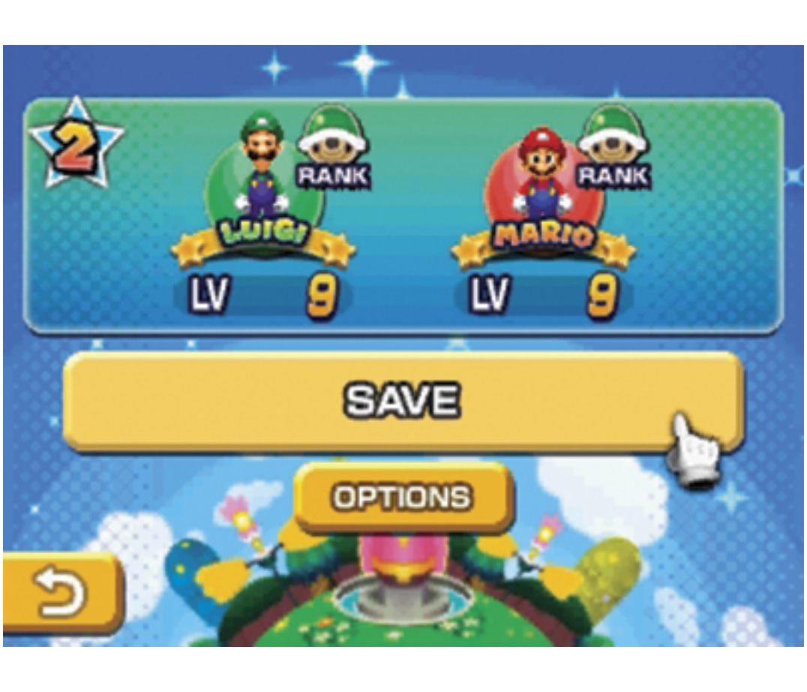
While traveling in the real world, this map always appears on the Touch Screen. This map can be zoomed by tapping the Zoom button in the top left corner. You can also pan the map around by dragging the stylus across the Touch Screen. The white lines indicate how the various areas connect within a region. The yellow lines indicate transitions from one region to the next. This map is also populated by several icons, showing the locations of shops, warp pipes, Save Blocks, and Attack Pieces—current objectives appear as gold stars. Similar maps are available in the dream world. But these maps aren't always active—tap the Map button in the bottom-left corner of the Touch Screen to see the layout of each dream world. Dream worlds can be confusing places, so make use of these maps to find your way around.

World Map



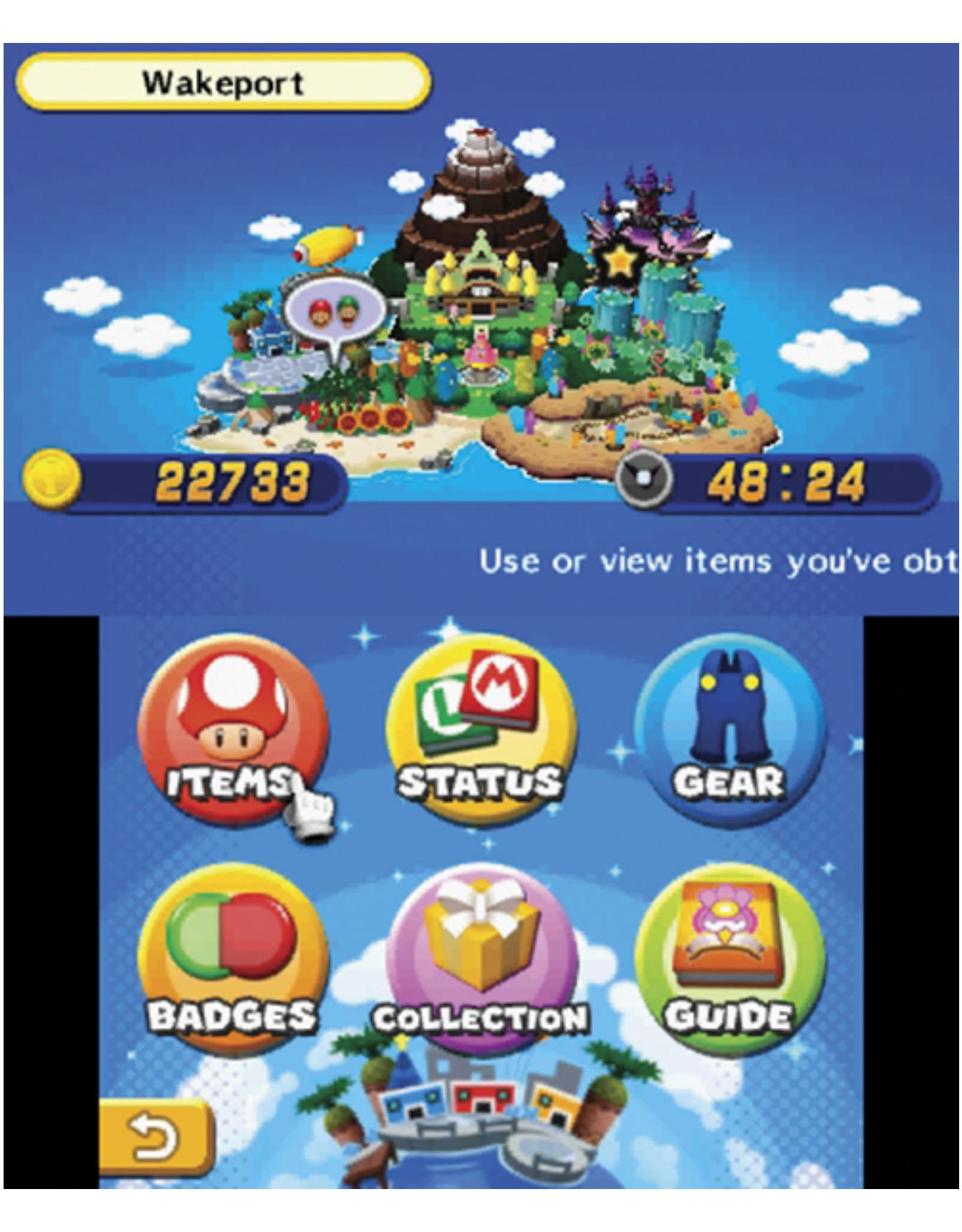
This is a top-down view of Pi'illo Island, showing all regions as well as Mario and Luigi's current location. While this map lacks detail, it provides a broad overview of the island, helping you determine which direction to travel to reach your next destination.

Save Screen


2
RANK
LUIGI
LV 9
RANK
MARIO
LV 9
SAVE
OPTIONS

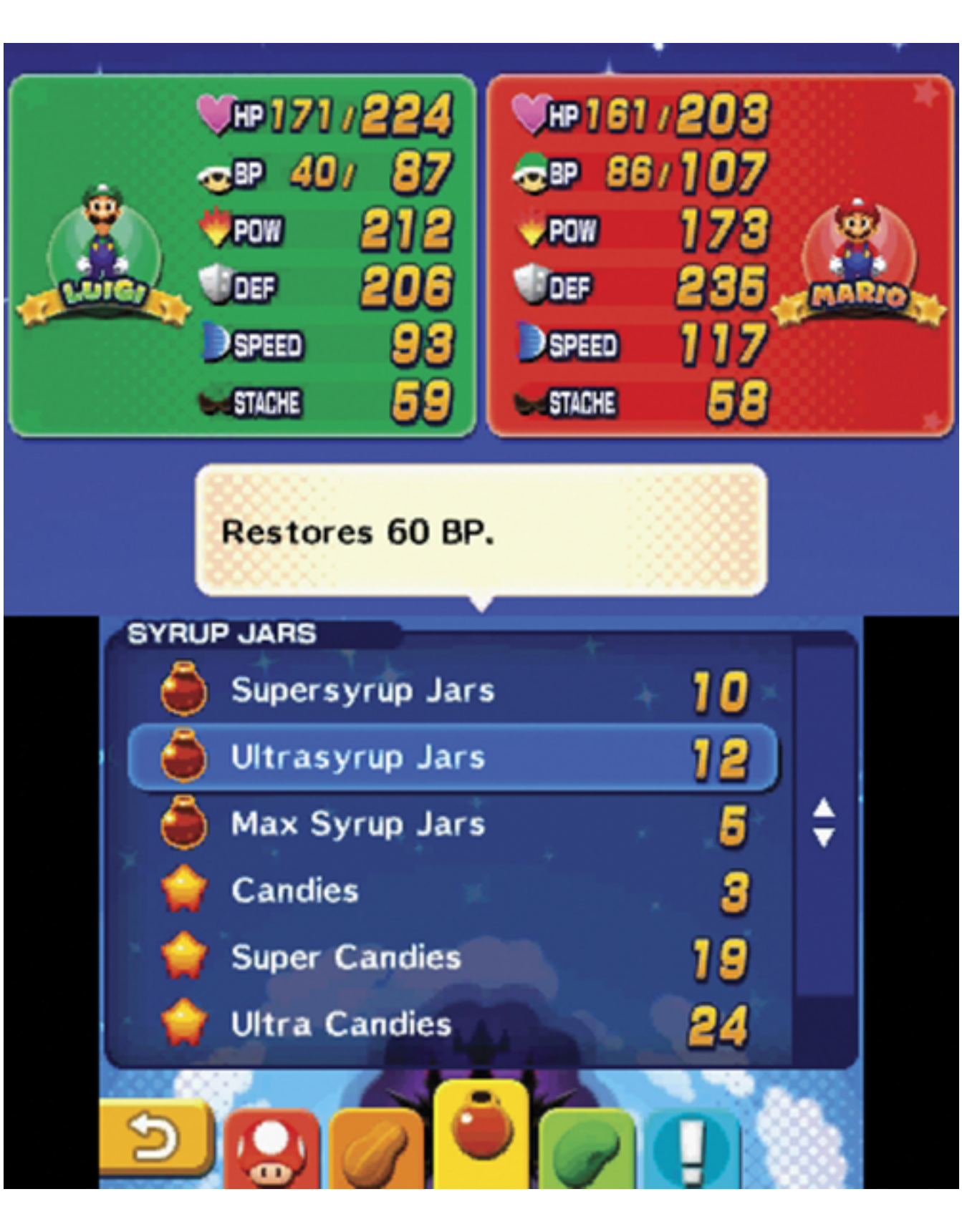
There are two ways to access this screen to save your game: strike a Save Block or simply select the Save button from the Touch Screen. It's a good idea to save your game often—there are no auto-saves. Make a habit of saving your game before boss battles or when visiting new regions.

Menu Screens


Wakeport
22733
48:24
Use or view items you've obt
ITEMS
STATUS
GEAR
BADGES
COLLECTION
GUIDE

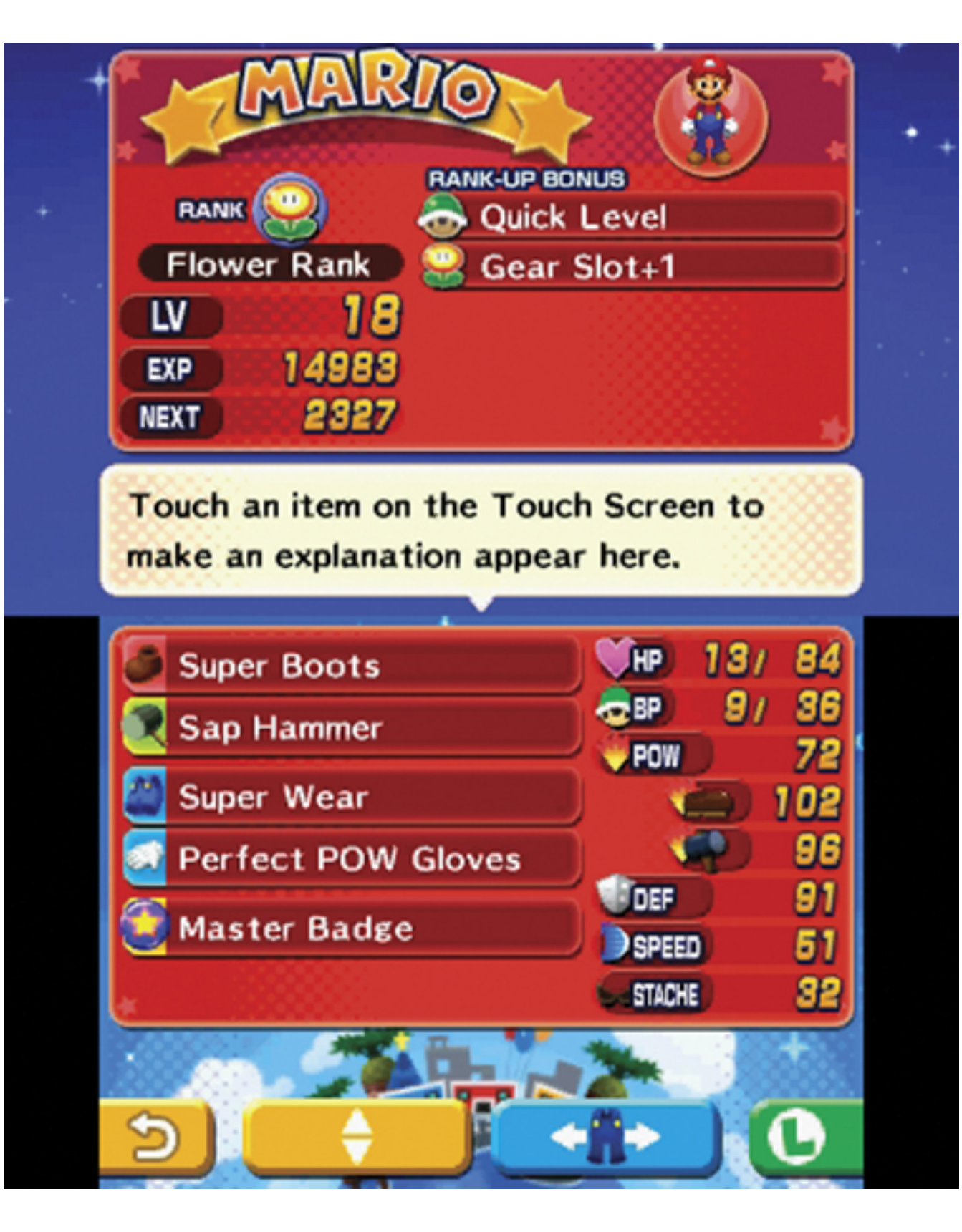
Have you received an item or a new piece of gear? These objects are stored in your inventory and must be consumed or equipped before you can benefit from them. At any point during the game, press START to bring up the menu screen. Once the menu screen is open, the top screen shows your present location, how many coins you have, and how much time you've spent playing. The bottom screen features six icons, each leading to a different sub-menu. To select a sub-menu, move the hand cursor over the intended icon with the Circle Pad then press Ⓐ to make your selection. Alternatively, you can simply tap the desired icon on the Touch Screen.

Items


HP 171/224
BP 40/87
POW 212
DEF 206
SPEED 93
STACHE 59
LUIGI
HP 161/203
BP 86/107
POW 173
DEF 235
SPEED 117
STACHE 58
MARIO
Restores 60 BP.
SYRUP JARS
Supersyrup Jars 10
Ultrasyrup Jars 12
Max Syrup Jars 5
Candies 3
Super Candies 19
Ultra Candies 24

When you want to use something you're carrying, choose items from the menu screen. This brings up a new screen showing the items in your inventory. Use the Circle Pad to scroll up and down the list of items—as you highlight each item, a box in the top screen explains what each item does. For instance, highlight a Mushroom to find out it restores 30 HP. Once you've selected the item you want to use, you need to choose who will use it: Mario or Luigi. At the bottom of the item screen are five colored tabs: Mushrooms, Nuts, Syrup Jars, Beans, and Battle Items. This allows you to sort items by type, making them easier to find. When you're finished in the items menu (or any other menu), back out by pressing Ⓑ.

Status


MARIO
RANK
Flower Rank
RANK-UP BONUS
Quick Level
Gear Slot+1
LV 18
EXP 14983
NEXT 2327
Touch an item on the Touch Screen to make an explanation appear here.
Super Boots
Sap Hammer
Super Wear
Perfect POW Gloves
Master Badge
HP 13/84
BP 9/36
POW 72
102
96
DEF 91
SPEED 51
STACHE 32

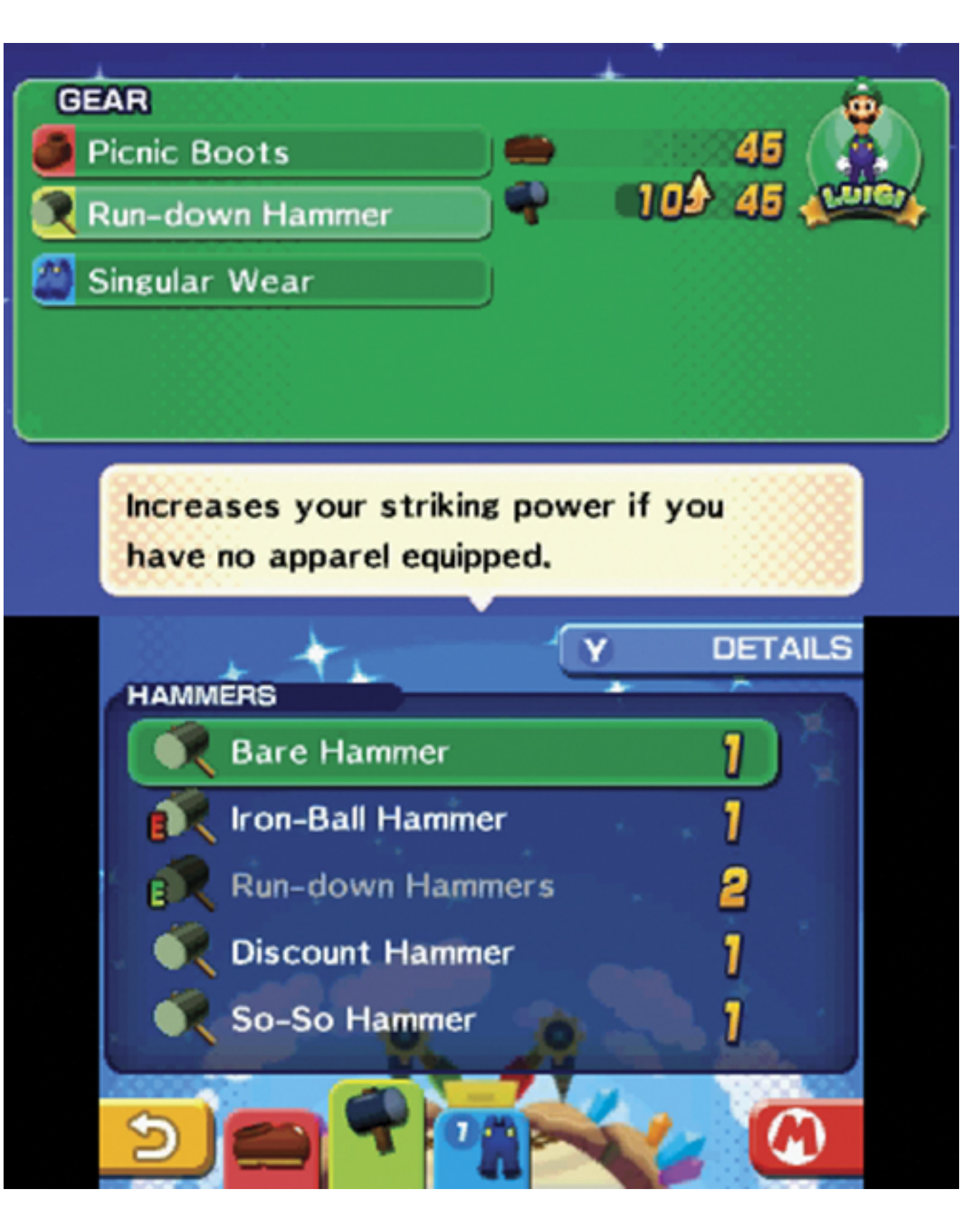
This screen offers an overall picture of Mario and Luigi's current stats, including their level, rank, and equipped gear. But what do all these stats mean? Here's a breakdown of each statistic shown for Mario and Luigi.

- **HP:** Health Points measure stamina. When HP reaches zero, the hero passes out. HP can be replenished by consuming Mushrooms and other items.
- **BP:** Each Bros. Attack and Luiginary Attack costs Bros. Points, or BP for short. BP can be replenished by consuming Syrup Jars and other items.
- **POW:** This is short for Power, which measures the strength of an attack. The higher the POW, the more HP the target potentially loses.
- **DEF:** Short for defense, DEF is what protects Mario and Luigi from attacks. The higher the DEF, the less damage an attack does.
- **SPEED:** Speed affects the order of turns in a battle. The higher the speed, the more likely the hero will go first in battle.
- **STACHE:** The higher this stat, the more likely the hero is to score a critical hit, which does extra damage.

Note

Many stats can be affected by wearing gear, such as wear and accessories like gloves, scarves, rings, and bangles. Gear can be purchased in shops or found in certain blocks throughout the island. For a full list of gear and their effects, please see the Gear section in the Quick Reference chapter.

Gear


GEAR
Picnic Boots
Run-down Hammer
Singular Wear
45
10 45
LUIGI
Increases your striking power if you have no apparel equipped.
Y DETAILS
HAMMERS
Bare Hammer 1
Iron-Ball Hammer 1
Run-down Hammers 2
Discount Hammer 1
So-So Hammer 1

The gear menu looks a lot like the items menu, but instead of listing consumable items, it shows pieces of gear you can equip on Mario and Luigi. By default, Mario and Luigi have three gear slots: boots, hammer, and wear—tabs appear at the bottom of the screen, making it easy to sort through your inventory. But if you choose the Gear Slot +1 rank-up bonus, you can obtain an accessory equipment slot as well, allowing Mario and Luigi to equip extra pieces of gear like gloves and scarves. Such accessories provide a variety of buffs, often making Mario and Luigi more powerful in battles.

Scroll up and down the gear in your inventory and look at the top screen for an explanation of what each piece does. In addition, a number and arrow icon appears next to your character's specific stats in the top screen. The arrow, pointing up or down, indicates whether the highlighted gear offers an improvement on your currently equipped gear. If the arrow is pointing up, it indicates a boost in stats—consider equipping gear that offers such improvements. But if the arrow is pointing down, it indicates a loss in stats if the highlighted gear is equipped. These up and down arrows make it easy to assess the various gear in your inventory as well as the gear sold in shops.

Badges

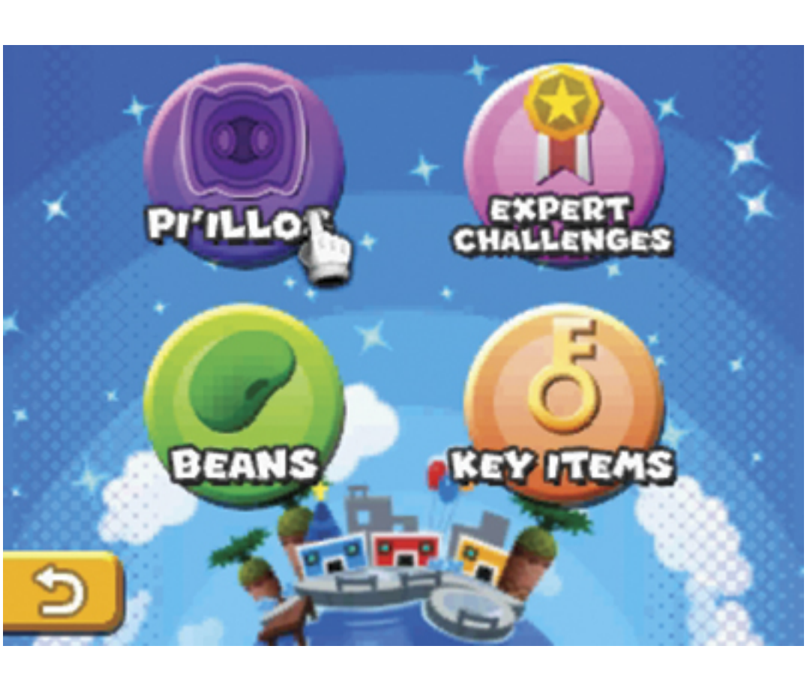
This is where you can check out all the badges Mario and Luigi have collected. Mario and Luigi can each wield one badge at any given time. When combined, two badges create a unique combo effect, useful in battles. Mario and Luigi each have six badge slots, resulting in 36 potential combos. Use R to select Mario's badges and L to select Luigi's badges. As the badges are rotated, new combos are formed, producing different badge effects. The more badges you acquire, the more combos you can make.

Before you can use badge effects, you must fill up the meter at the top of the Touch Screen, visible during battles. The meter fills up each time Mario and Luigi perform a successful attack—the red part is for Mario and the green part is for Luigi. An explanation of individual badge effects appears below the meter. Once the meter is full, the badge effect is stored in one of two slots, appearing as an icon on the Touch Screen—simply tap the icon twice to trigger the badge effect. Badge effects can be used during your turn in a battle, but don't count as an action.

Tip

When deployed in battle, the Secret Box item triggers a random badge effect. To review all 36 possible badge effects, see the Badge Combos table in the Quick Reference chapter.

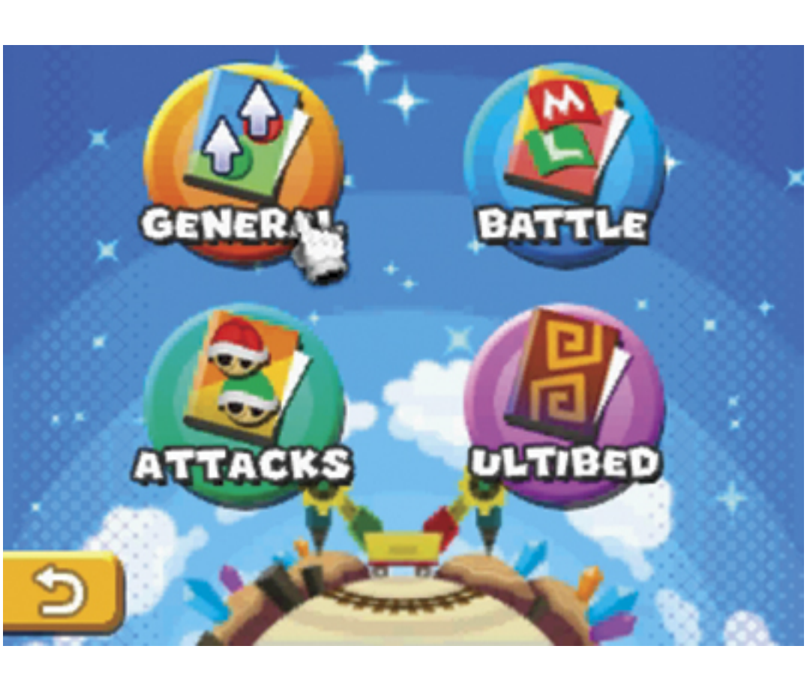
Collection


PI'ILLO
EXPERT CHALLENGES
BEANS
KEY ITEMS

There are four different sub-menus within the collection screen, each pertaining to objects that can be collected during Mario and Luigi's Pi'illo Island adventure.

- **Pi'illos:** Here you can see the number of Pi'illos in each region, including those you have saved and those you haven't.
- **Expert Challenges:** Browse through a listing of Expert Challenges and study the criteria for each.
- **Beans:** Like Pi'illos, you can see the number of beans available in each region. Can you find them all?
- **Key Items:** Non-consumable items pertaining to the adventure are stored here. Sometimes it's necessary to collect a series of items to complete certain quests.

Guide


GENERAL
BATTLE
ATTACKS
ULTIBED

There are four more sub-menus within the guide screen. Here you can review any battle tutorials you've seen so far as well as read a summary of your adventure. You can also review the Attack Pieces you've collected thus far.

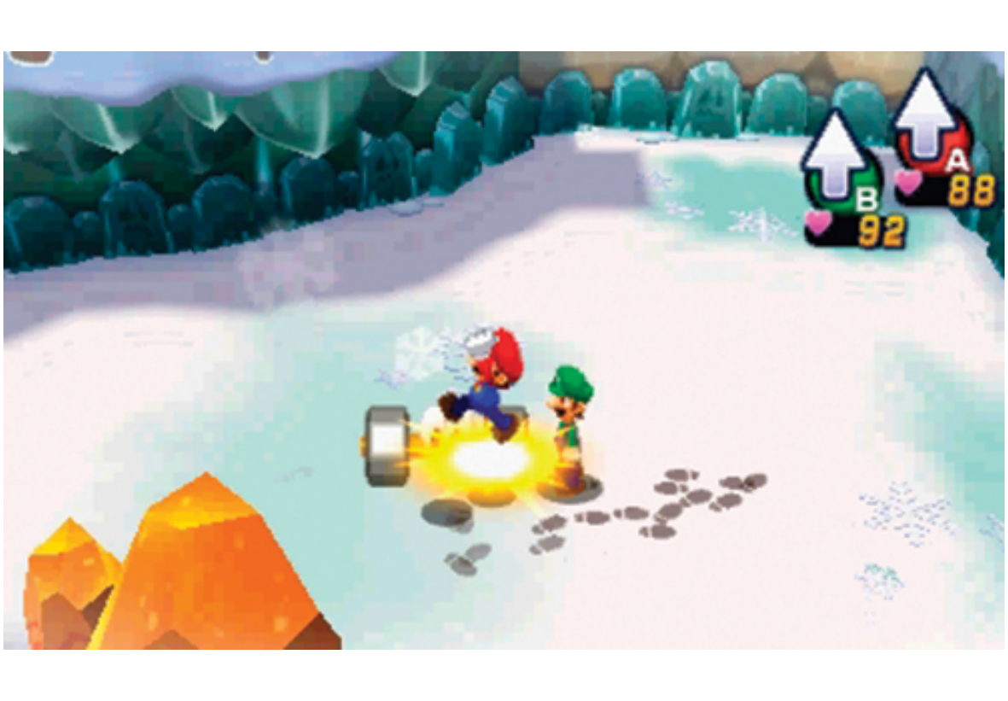
- **General:** This provides a quick synopsis of the storyline and details about your current objective.
- Battle: Review the different battle tutorials you've completed so far. If you need help with a certain battle technique, come here.
- **Attacks:** Here you can see your current Attack Pieces as well as practice different Bros. Attacks and Luiginary Attacks.
- **Ultibed:** Later in the adventure you can review the different parts necessary to construct the Ultibed.

Getting Started

Basic Controls

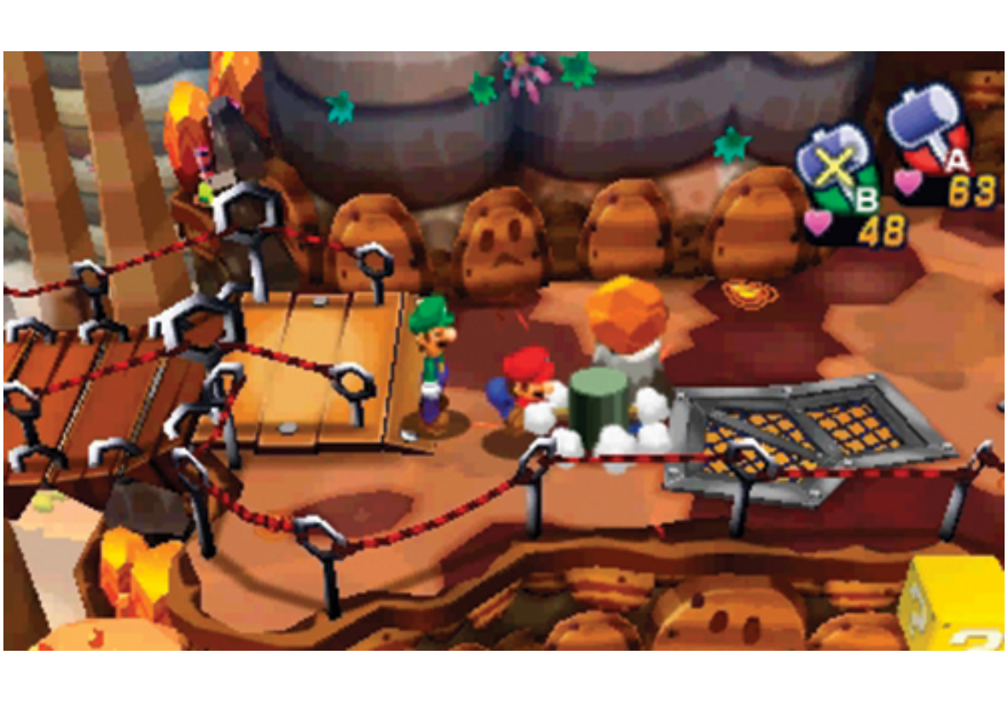
Getting around Pi'illo Island is easy enough with the use of the Circle Pad. But occasionally Mario and Luigi will need to do much more than run around. Here's a brief rundown of some of the basic moves and Bros. Moves they can perform to overcome obstacles during their journey.

Jump



It should come as no surprise that jumping is a big part of Mario and Luigi's repertoire. Press Ⓐ to make Mario jump and Ⓑ to make Luigi jump. Jumping serves a variety of applications during this adventure. Jump to reach ledges or jump over short obstacles. But jumping is also a critical action in battles. When approaching an enemy, jump on them to perform a preemptive attack, prior to a battle. This inflicts damage on enemies at the outset, giving Mario and Luigi a significant advantage during the battle. As Mario and Luigi acquire hammers and learn new Bros. Moves, these new actions can be prepped by pressing R , altering the icons in the upper-right corner. Press L to quickly switch back to the jump action.

Hammer



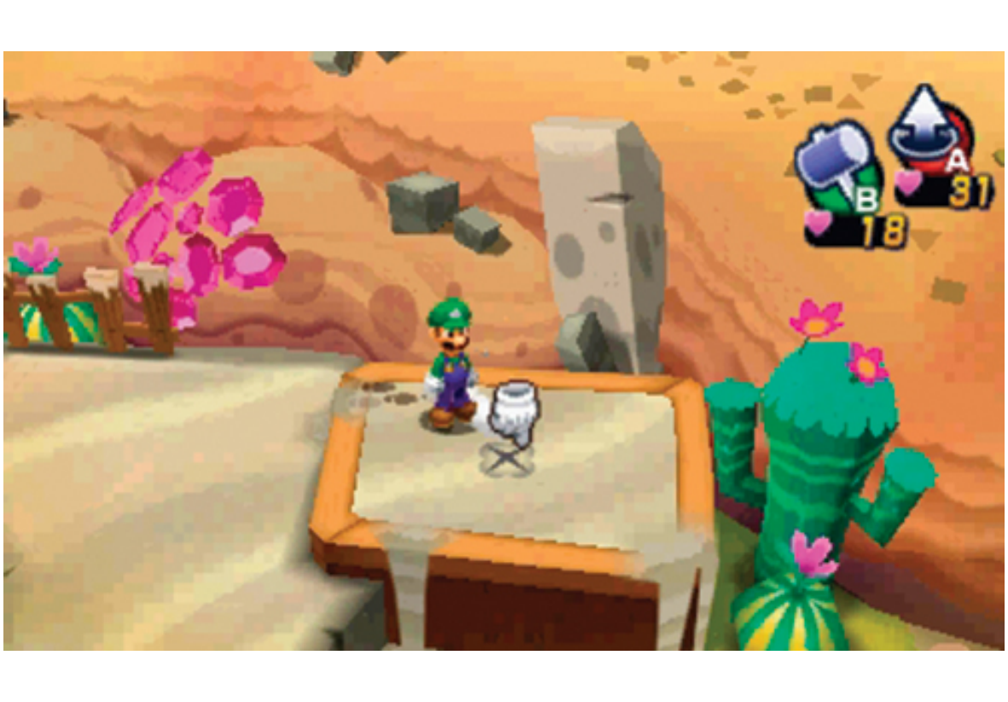
- Unlock Location: Mushrise Park

Once Mario and Luigi obtain hammers, you can use them in a variety of situations. Boulders can be destroyed with a single hit from a hammer, but you must strike them along their cracked side. Press R to switch to the hammer, then give a boulder a whack by pressing Ⓐ . Like jumping, hammer strikes can also be used to initiate a battle with enemies, inflicting impressive damage at the outset. Hammers are also instrumental in pulling off the Mole Mario and Mini-Mario Bros. Moves learned in Dozing Sands.

Bros. Moves

Bros. Moves are special combos requiring Mario and Luigi to work together. These moves are learned at different points during their Pi'illo Island adventure.

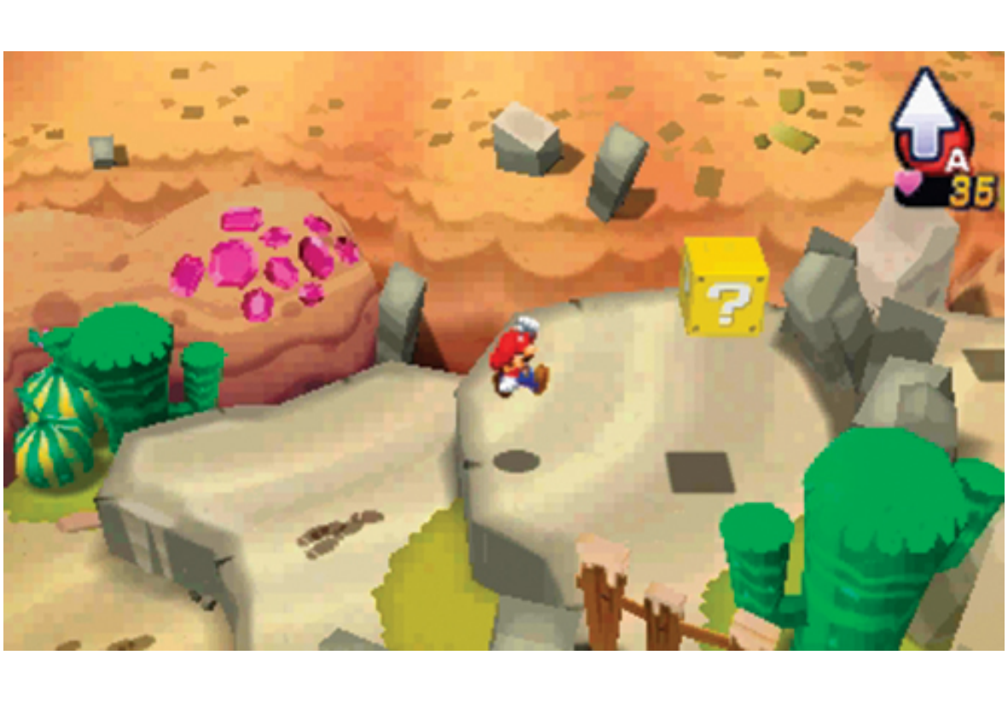
Mole Mario



- Unlock Location: Dozing Sands

Luigi can use his hammer to send Mario underground. Once underground, Mario can move around, his position indicated by a white gloved hand icon. This allows Mario to go under fences and other objects. Press R to change the action icon to the hammer, then press Ⓑ to make Luigi whack Mario with his hammer. Now use the Circle Pad to make Mario move around underground. When Mario's ready to return to the surface, press Ⓐ . Use Mole Mario to retrieve beans from beneath the ground. Simply surface when directly beneath a beanhole, appearing as an X on the surface.

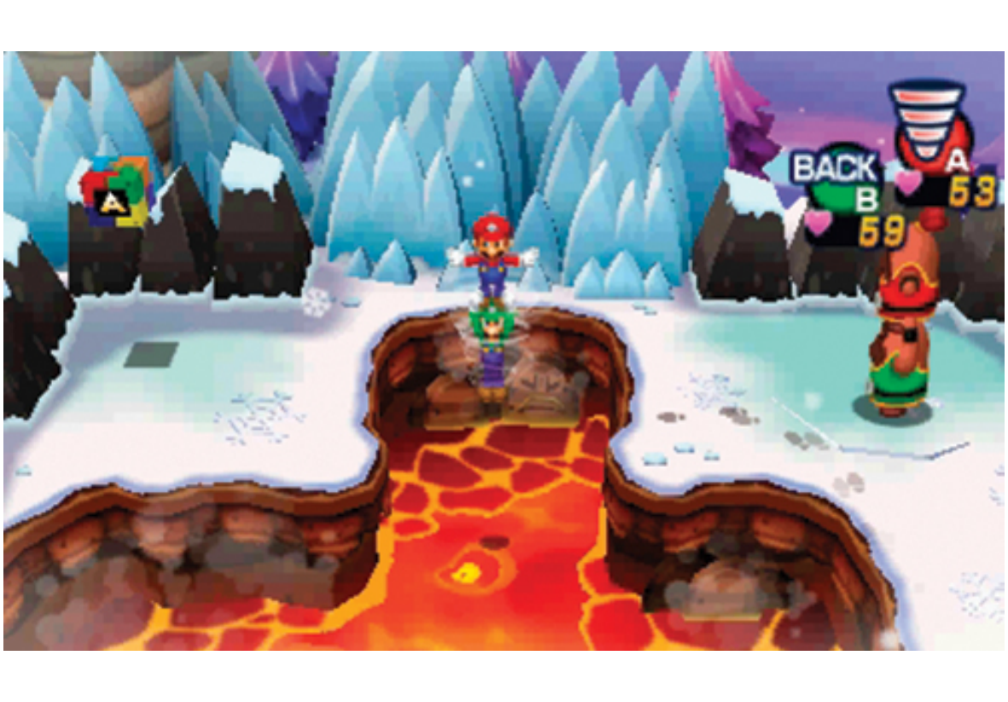
Mini-Mario



- Unlock Location: Dozing Sands

If Mario is standing on a hard surface, like a rock, he won't go underground when struck by Luigi's hammer. Instead he gets squished, allowing him to go through small openings. Luigi must strike Mario with his hammer again to return him to normal size. When wandering around as Mini-Mario, look for small archways and tiny openings in walls to access areas that are otherwise off limits.

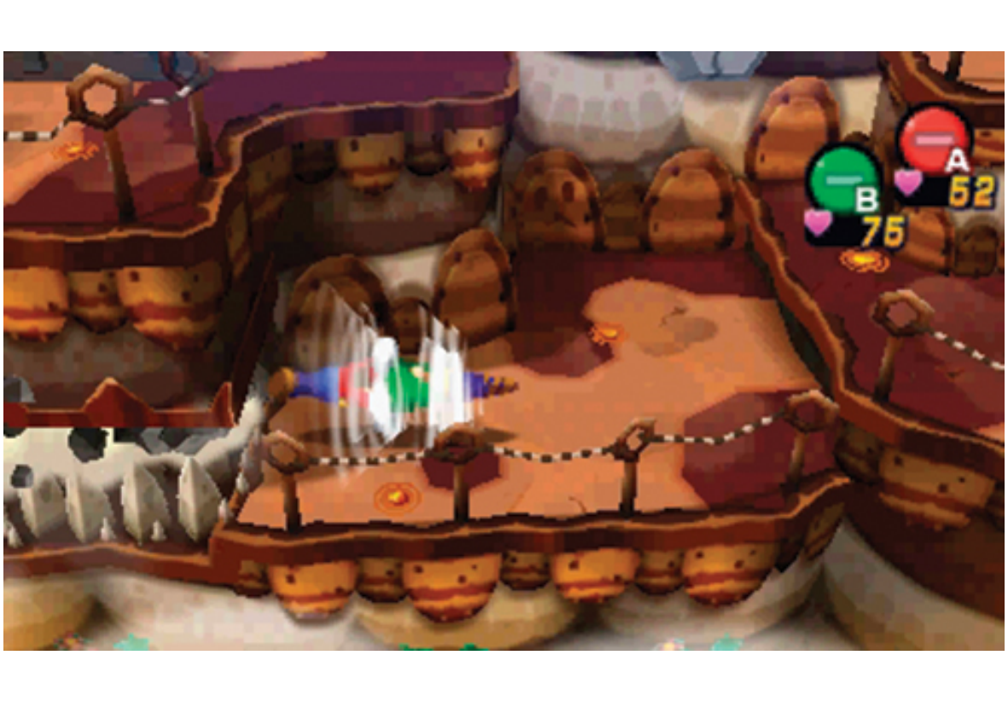
Spin Jump



- Unlock Location: Mount Pajamaja

To perform a Spin Jump, press R twice, until the Spin Jump ability is selected, shown in the upper-right corner. Next, initiate a Spin Jump by pressing Ⓐ , so Mario hops on Luigi's shoulders. Finally, press Ⓐ again to initiate the Spin Jump. During the Spin Jump, Mario and Luigi hover just above the ground, like a helicopter. While airborne, use the Circle Pad to move. The Spin Jump allows Mario and Luigi to reach new areas. Once learned, consider backtracking to previous regions and exploring areas that were previously inaccessible.

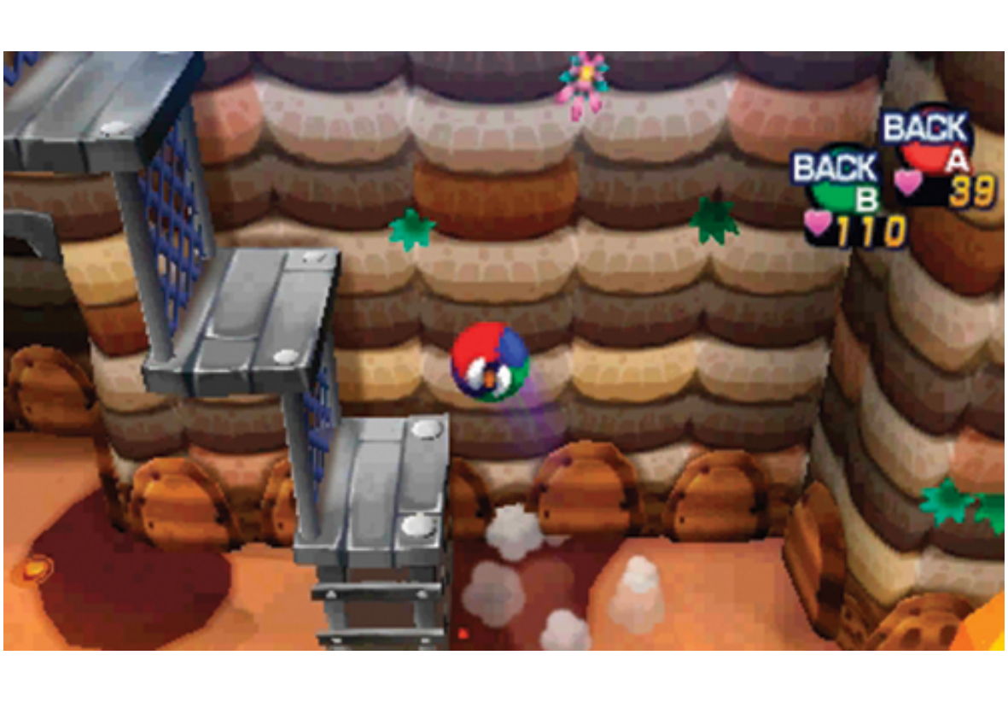
Side Drill



- Unlock Location: Mount Pajamaja

By using the Side Drill move, you can pass through narrow crevices, small holes, and gaps. This works similar to the Spin Jump—press R twice to change the icon to the Side Drill, then move in front of the object or area you wish to drill through. Press Ⓑ to initiate the Side Drill move, sending Mario and Luigi spinning through the nearby object or crevice. In addition to fitting though tight spots, the Side Drill move can also be used to break boulders, much like your hammer.

Ball Hop



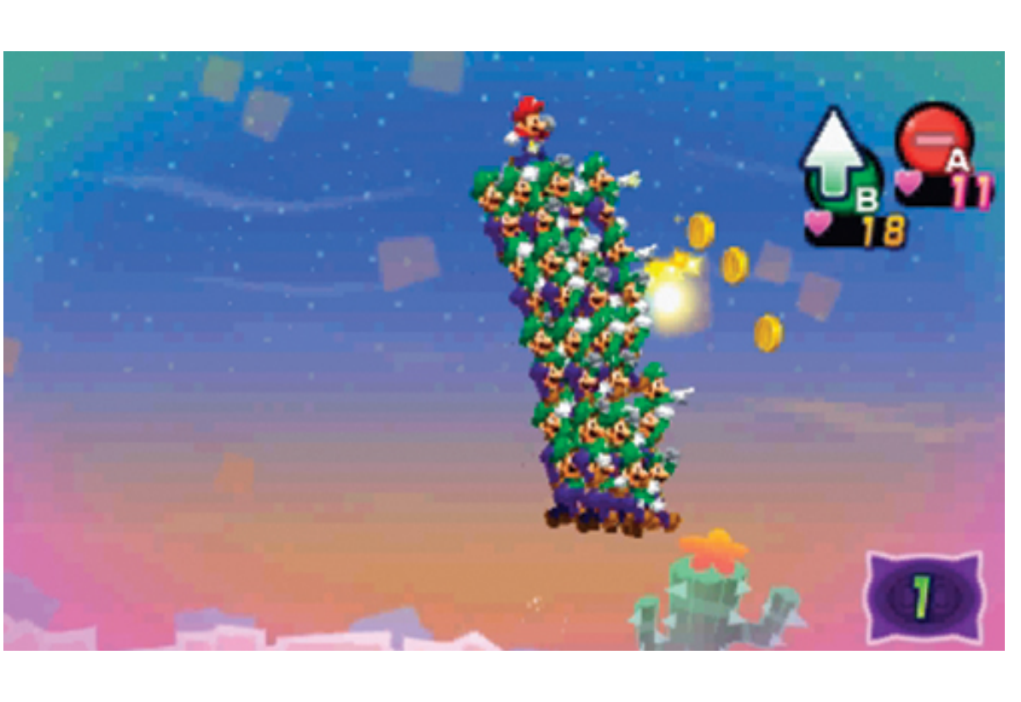
- Unlock Location: Mount Pajamaja (2nd Visit)

Some ledges are too high to reach with a normal jump. But with the Ball Hop move, Mario and Luigi can work together to bounce their way to greater heights. Press R three times to change the action icon to Ball Hop. Next, press either Ⓐ or Ⓑ to initiate a Ball Hop. While hopping, use the Circle Pad to move. Maneuver Mario and Luigi toward the ledge while using the Ball Hop to reach the top. Press Ⓐ to return to normal. Once the Ball Hop move is unlocked, there's few places you can't reach. Consider backtracking to other regions and exploring those ledges you weren't able to reach earlier.

Luiginoid Formations

In the dream world, Dreamy Luigi can call on his clones (called Luiginoids) to create three different formations, each capable of performing unique and powerful actions. Cycle through the different formations by pressing R .

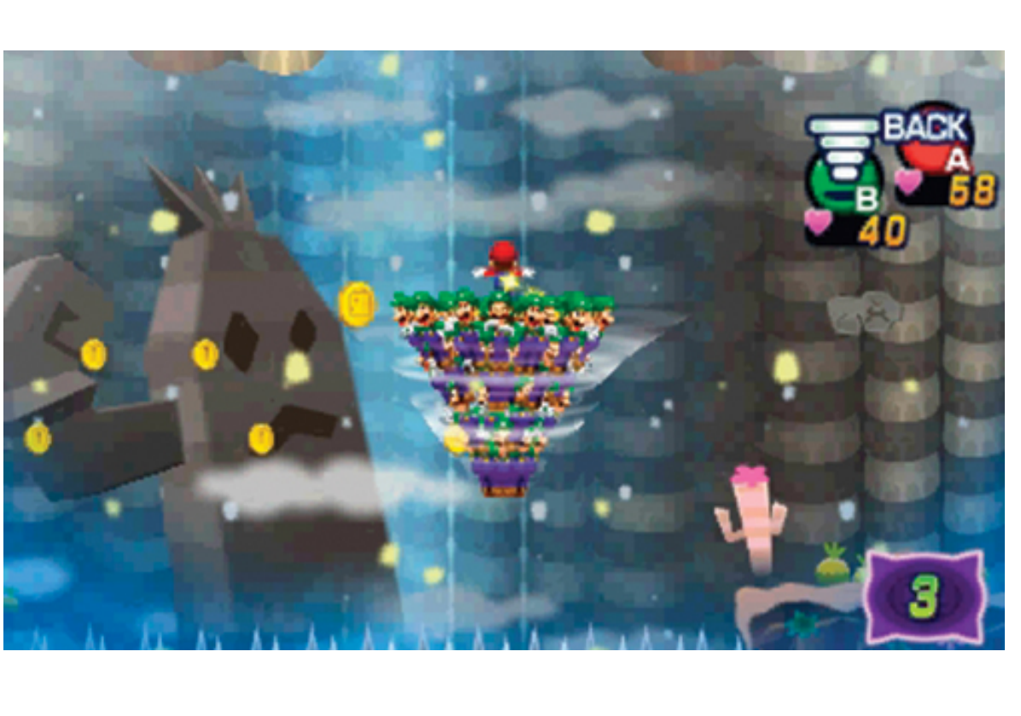
Luiginary Stack



- First Use: Dreamy Dozing Sands (F)

In this formation, the Luiginoids create a towering Stack, allowing Mario to ride on top. While in this formation, press Ⓐ to compress the Stack—press Ⓐ again to perform a Spring Jump, taking the Stack to new heights. Or jump up and then press Ⓑ to Ground Pound, smashing through rocks and other fragile objectives beneath the Stack.

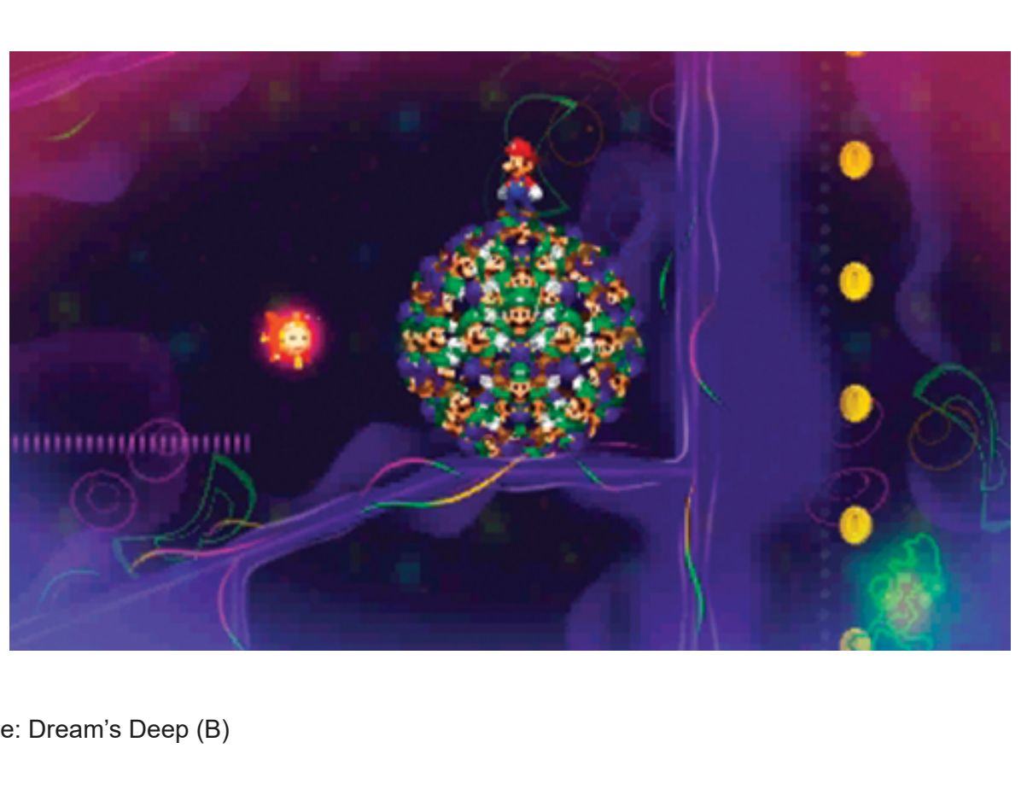
Luiginary Cone



- First Use: Dreamy Mount Pajamaja (A)

When the Luiginoids form a Cone, you can move with the Circle Pad and perform a Hover Spin by pressing Ⓑ . Or press Ⓐ to trigger a powerful Tornado, useful for clearing away debris and snow drifts.

Luiginary Ball



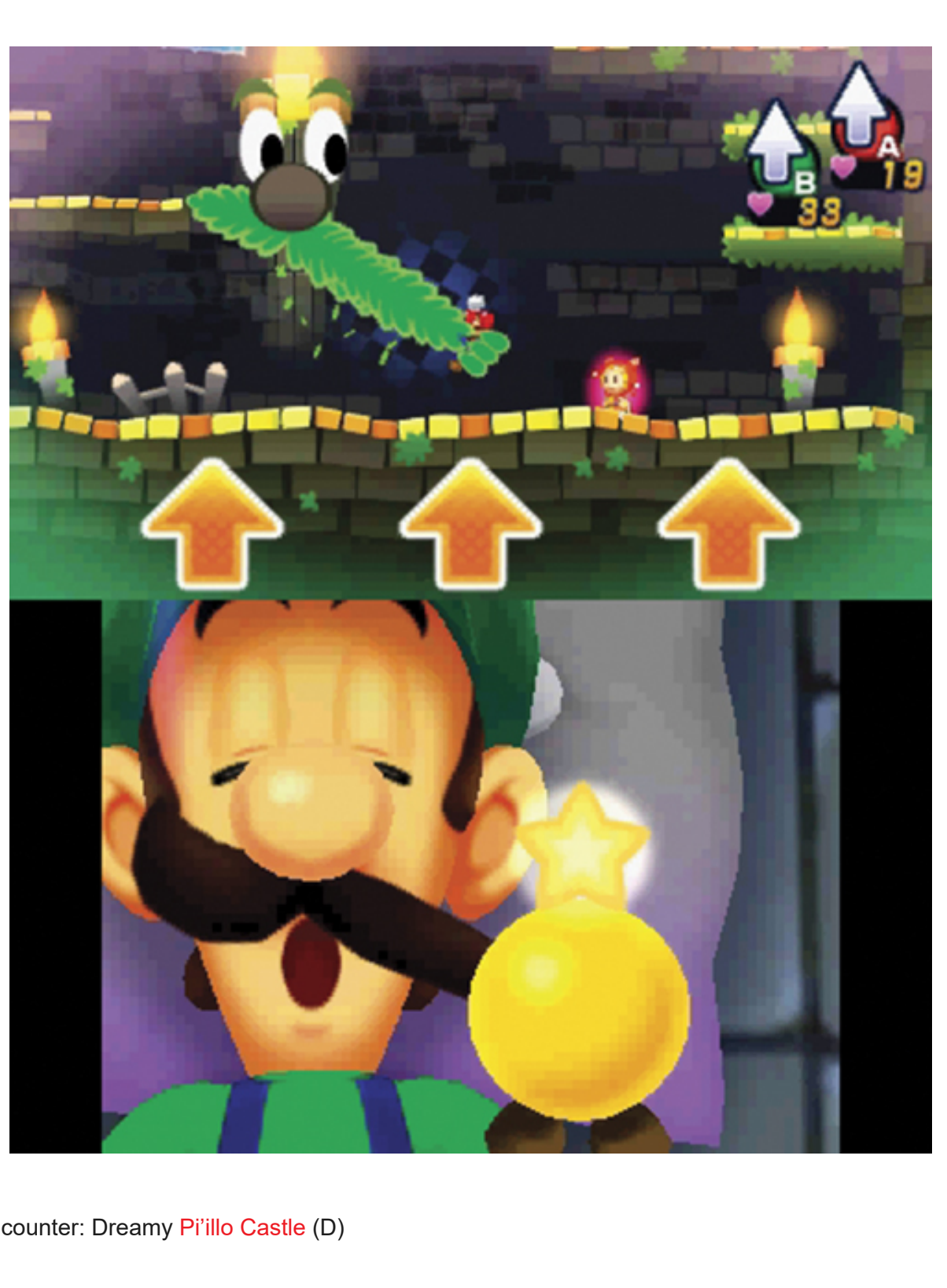
- First Use: Dream's Deep (B)

When the Luiginoids form a Ball, you can roll it around with the Circle Pad, while Mario rides on top. Press Ⓐ to perform a Ball Hammer strike, capable of smashing blocks and other fragile items. Or press Ⓑ to perform a Hookshot, critical for attaching the Ball to Hooks, Line Hooks, and Spin Hooks.

Luiginary Works

During dream world sequences, Luigi's imagination (or Luigination) bridges the real and dream worlds through objects called Luiginary Works. Press R followed by Ⓑ to initiate a Luiginary Work. This causes Dreamy Luigi to become one with the dream world, allowing you to perform a wide range of actions.

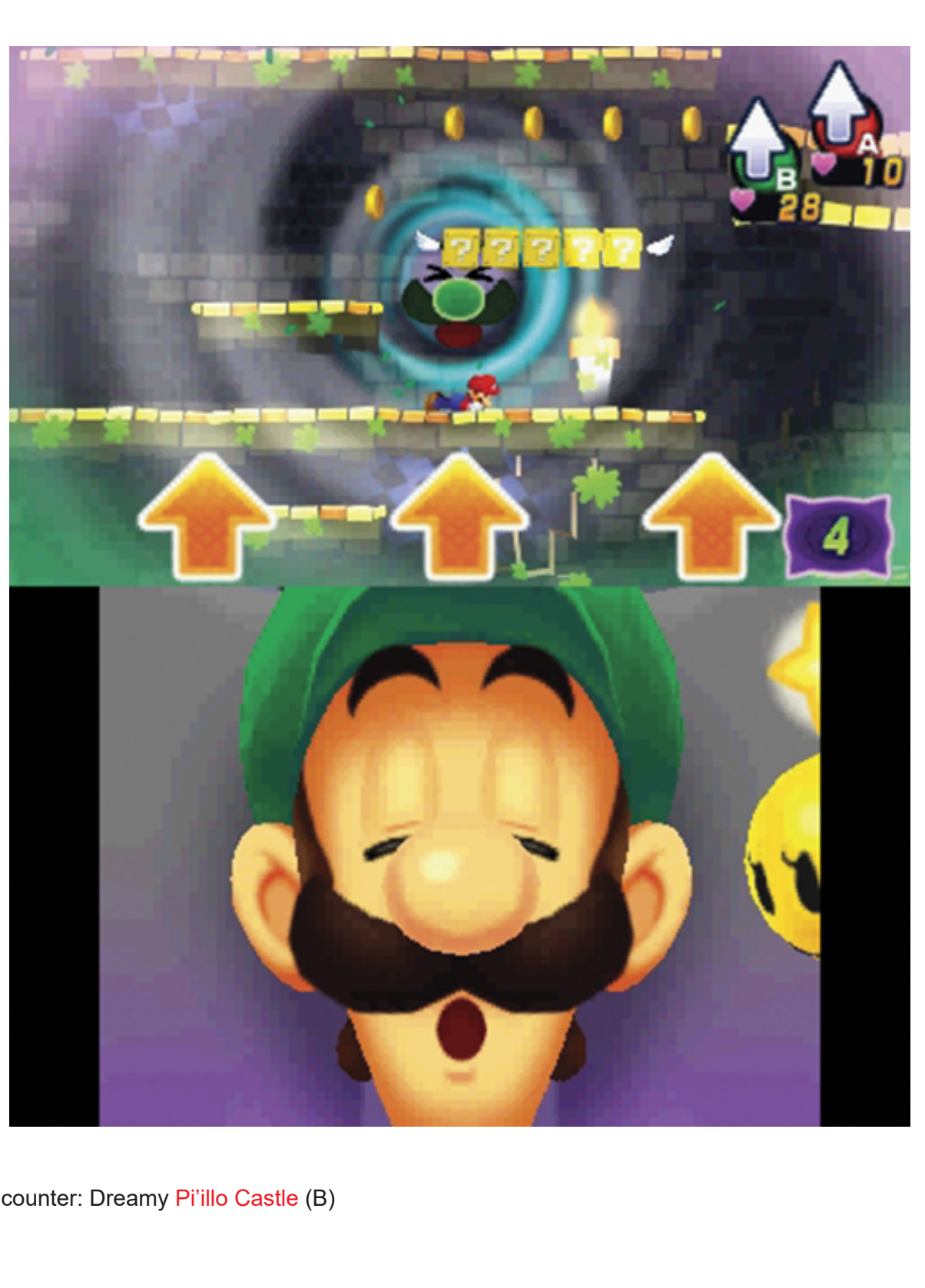
Luiginary Stache Tree



- First Encounter: Dreamy Pi'illo Castle (D)

Use Luiginary Stache Trees to launch Mario upward to platforms and other hard-to-reach places. On the Touch Screen, pull either side of Luigi's moustache and watch as the branch on the Stache Tree extends. Grab Mario with the branch, then extend the branch even further, stretching it like an elastic band—the further the branch is extended, the further Mario will travel through the air. When you're ready to launch Mario, release Luigi's moustache on the Touch Screen. This causes Mario to fly through the air.

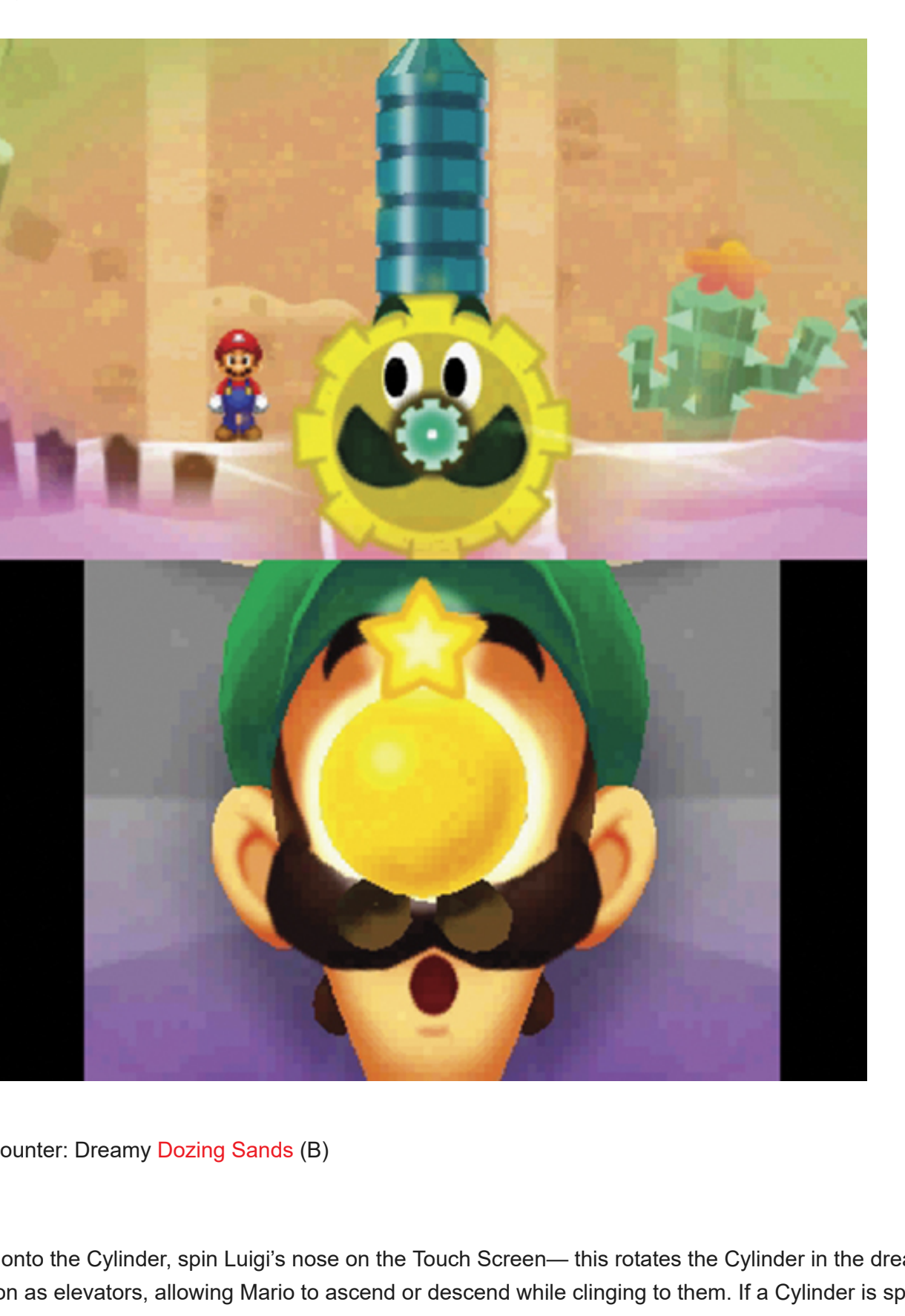
Sneeze Wind



- First Encounter: Dreamy Pi'illo Castle (B)

Touch Luigi's nose on the Touch Screen to make him sneeze. The Sneeze Wind creates a wind gust in the dream world, causing objects in the background to move to the foreground, including blocks. The Sneeze Wind is also instrumental in altering dream world landscapes filled with Rotating Terrain and Switching Terrain.

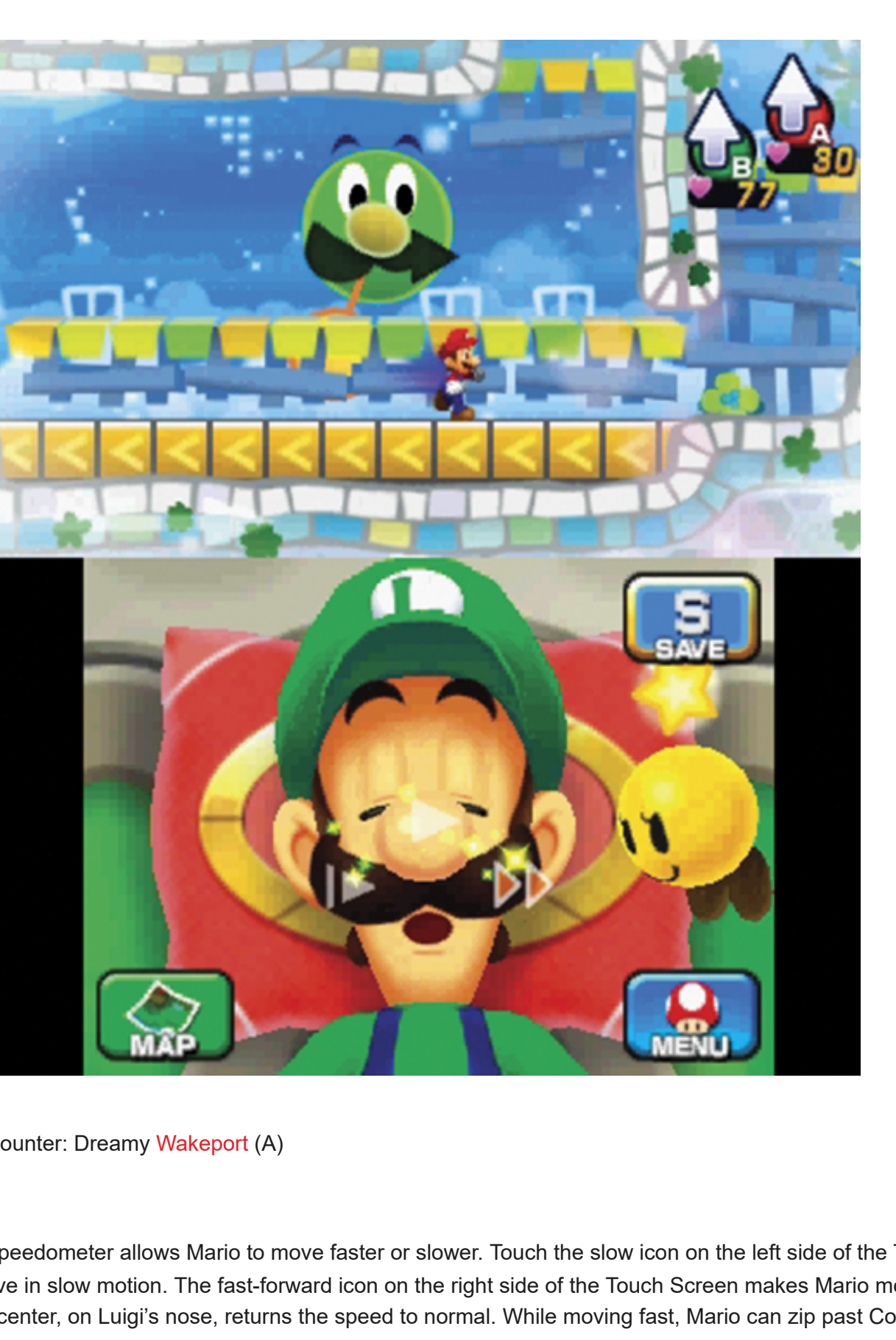
Luiginary Cylinder



- First Encounter: Dreamy Dozing Sands (B)

As Mario jumps onto the Cylinder, spin Luigi's nose on the Touch Screen— this rotates the Cylinder in the dream world. Some Cylinders function as elevators, allowing Mario to ascend or descend while clinging to them. If a Cylinder is spun quickly, jumping off will cause Mario to travel greater distances through the air, sometimes necessary to reach distant ledges.

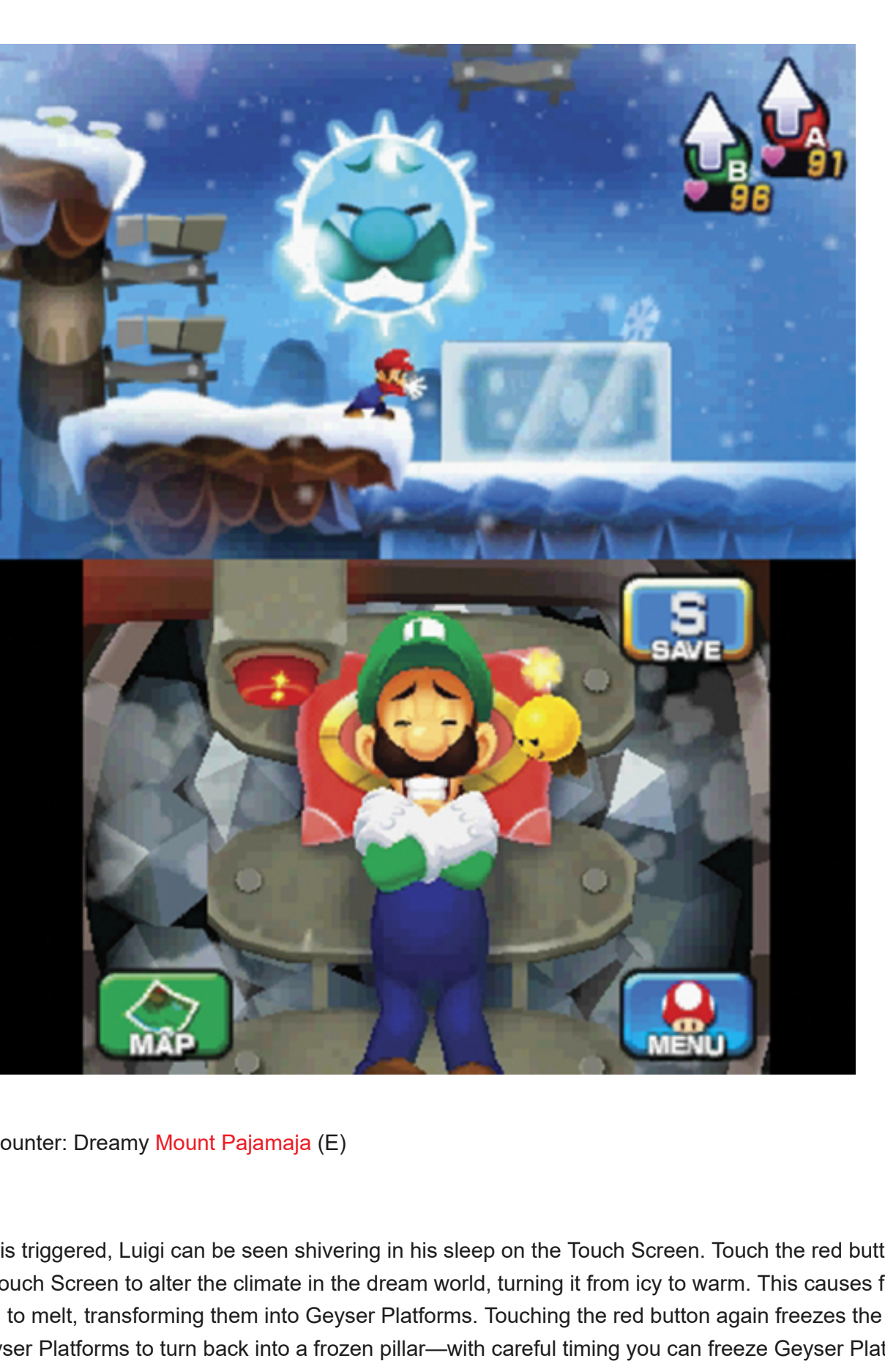
Luiginary Speedometer



- First Encounter: Dreamy Wakeport (A)

The Luiginary Speedometer allows Mario to move faster or slower. Touch the slow icon on the left side of the Touch Screen to make Mario move in slow motion. The fast-forward icon on the right side of the Touch Screen makes Mario move faster. The play icon in the center, on Luigi's nose, returns the speed to normal. While moving fast, Mario can zip past Conveyors and complete timed challenges quickly. But when moving slow, Mario can jump higher, with greater accuracy and distance.

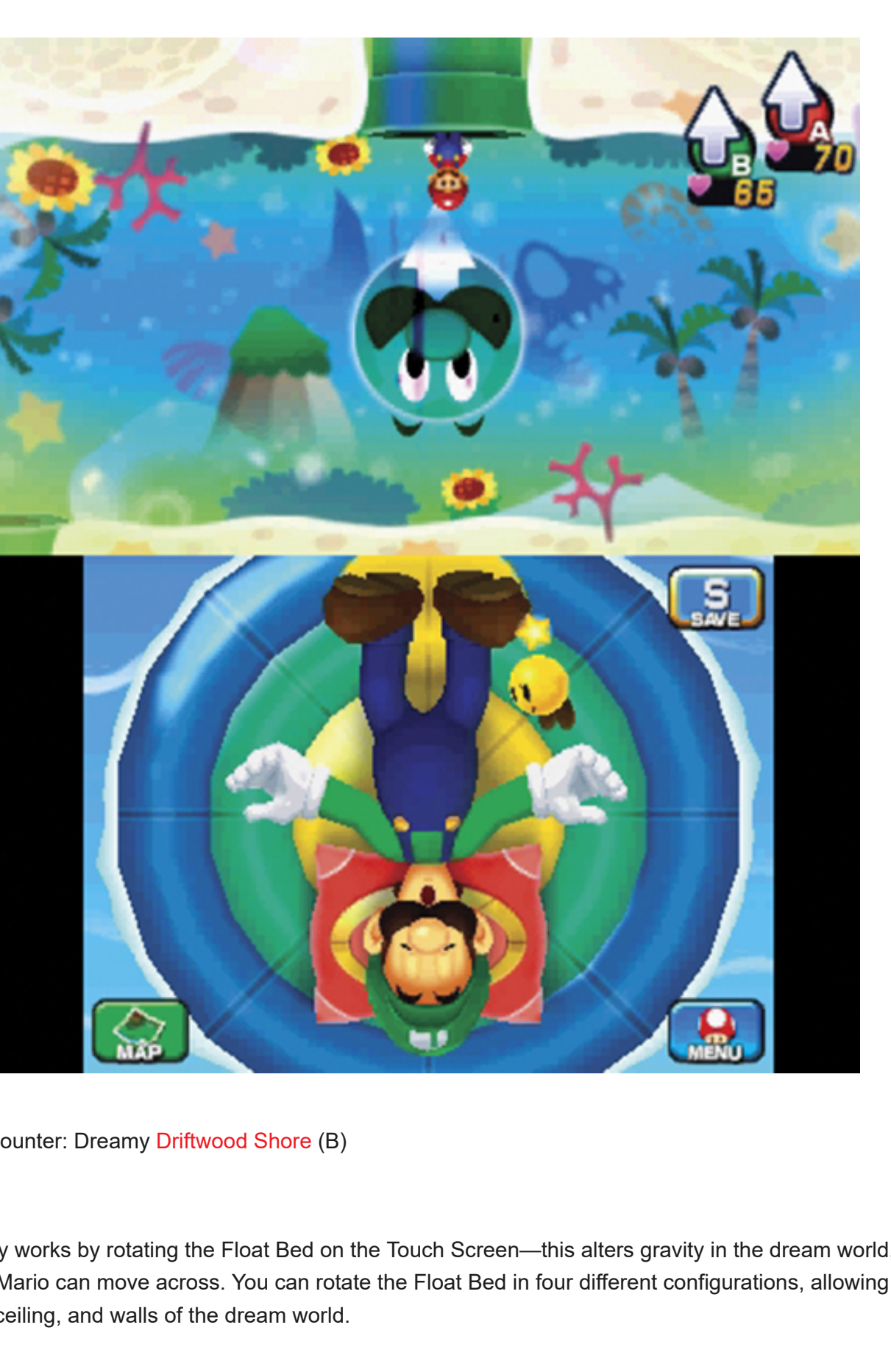
Luiginary Ice



- First Encounter: Dreamy Mount Pajamaja (E)

When this work is triggered, Luigi can be seen shivering in his sleep on the Touch Screen. Touch the red button on the upper-left side of the Touch Screen to alter the climate in the dream world, turning it from icy to warm. This causes frozen pillars in the dream world to melt, transforming them into Geyser Platforms. Touching the red button again freezes the dream world, causing the Geyser Platforms to turn back into a frozen pillar—with careful timing you can freeze Geyser Platforms to forge the frozen step-like terrain.

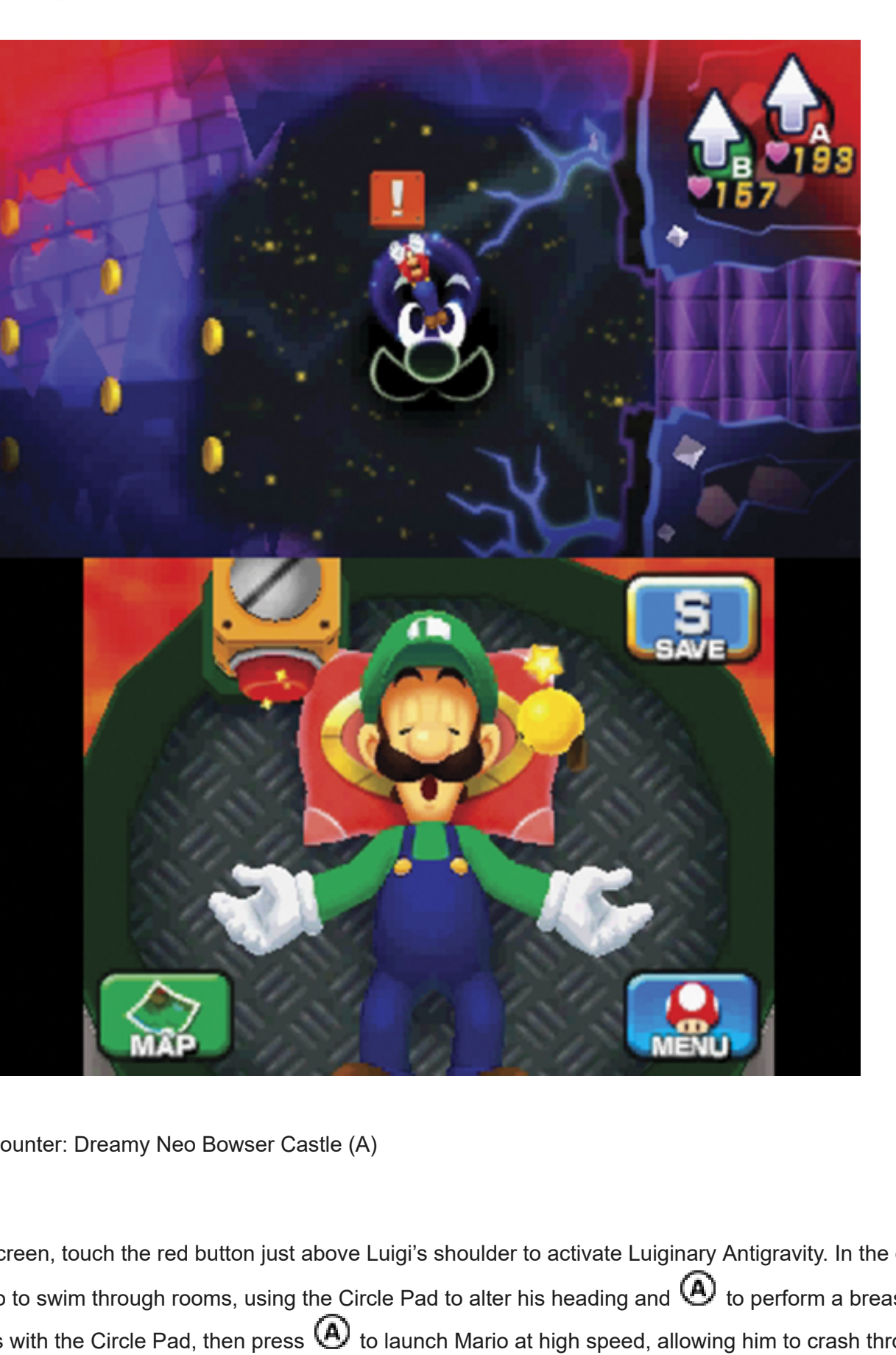
Luiginary Gravity



- First Encounter: Dreamy Driftwood Shore (B)

Luiginary Gravity works by rotating the Float Bed on the Touch Screen—this alters gravity in the dream world, determining which surfaces Mario can move across. You can rotate the Float Bed in four different configurations, allowing Mario to move along the floor, ceiling, and walls of the dream world.

Luiginary Antigravity



- First Encounter: Dreamy Neo Bowser Castle (A)

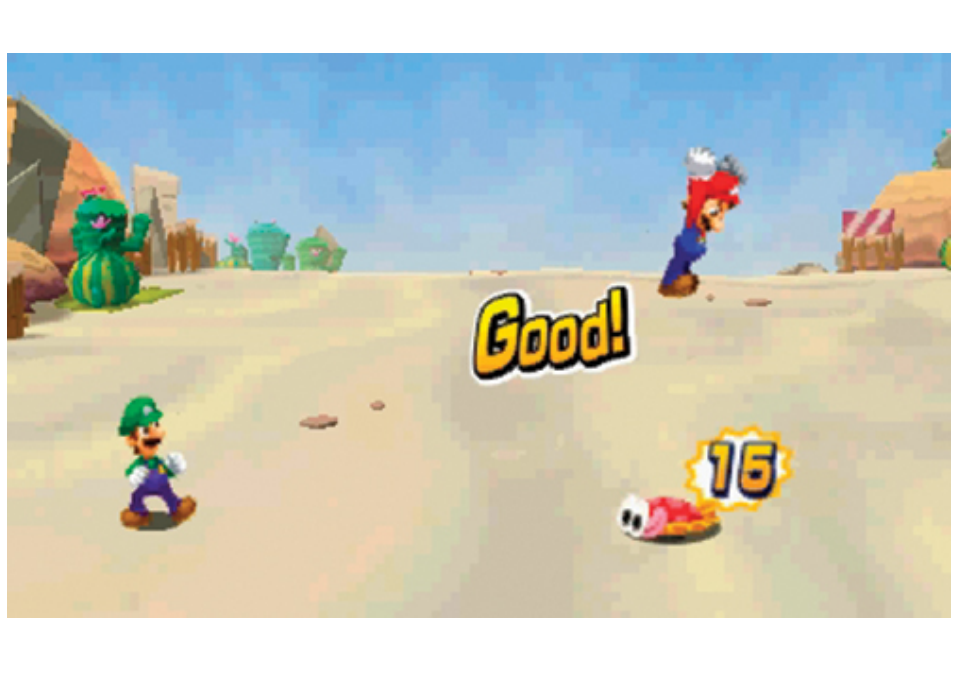
On the Touch Screen, touch the red button just above Luigi's shoulder to activate Luiginary Antigravity. In the dream world this allows Mario to swim through rooms, using the Circle Pad to alter his heading and Ⓐ to perform a breast stroke. Push against surfaces with the Circle Pad, then press Ⓐ to launch Mario at high speed, allowing him to crash through bricks.

Getting Started

Battle

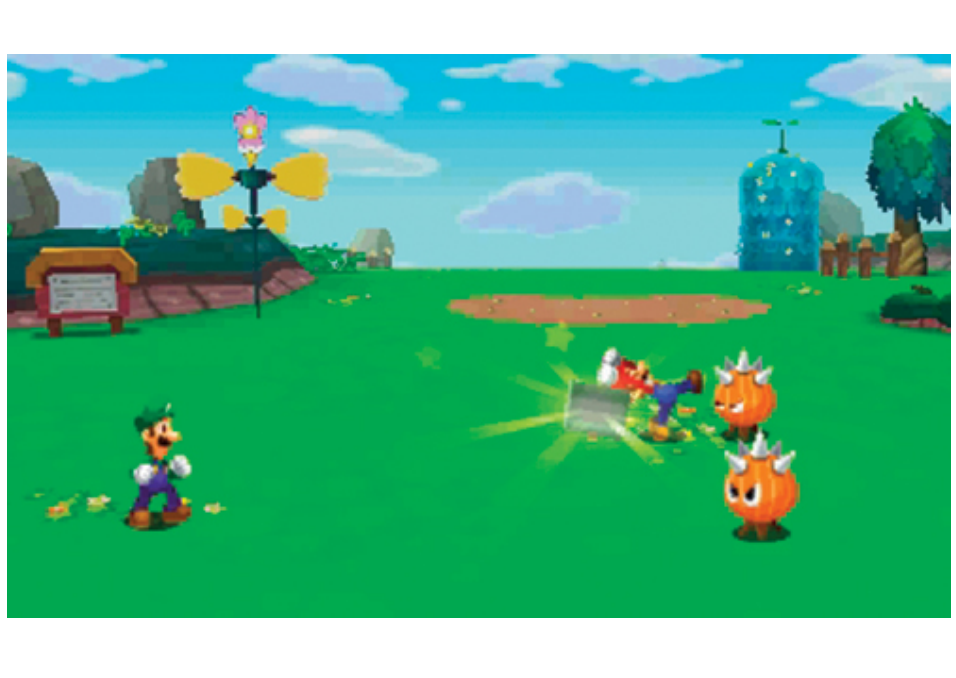
Making contact with enemies in the real or dream world triggers a turn-based battle, pitting Mario and Luigi against a variety of foes. When initiating a battle with an enemy, try to perform a preemptive attack either by jumping on an enemy or hitting them with your hammer—the damage is carried across into the battle sequence. As the battle begins, Mario, Luigi, and the enemies take turns attacking. During an enemy's attack be ready to dodge or counter—sometimes you can counter by jumping on enemies or whacking them with your hammer. Every enemy attack can be dodged or countered, so look for openings to make the most out of each opportunity. When it's Mario and Luigi's turn, they can choose from several options shown in the Command Blocks above their heads. In addition to performing attacks, Mario and Luigi can use items or even flee during their turn.

Jump Attack



The Jump attack is the most basic of attacks, available from the very beginning. When initiating a Jump attack, timing is critical to score optimal damage. Press Ⓐ or Ⓑ each time Mario or Luigi makes contact with the enemy. If the button press is timed just right, Mario or Luigi will rebound into the air and initiate another attack. You can bounce on an enemy in this fashion a total of two times, inflicting damage with each impact and scoring an Excellent strike. However, Jump attacks aren't advisable on every enemy—don't jump on spiked or flaming enemies.

Hammer Attack



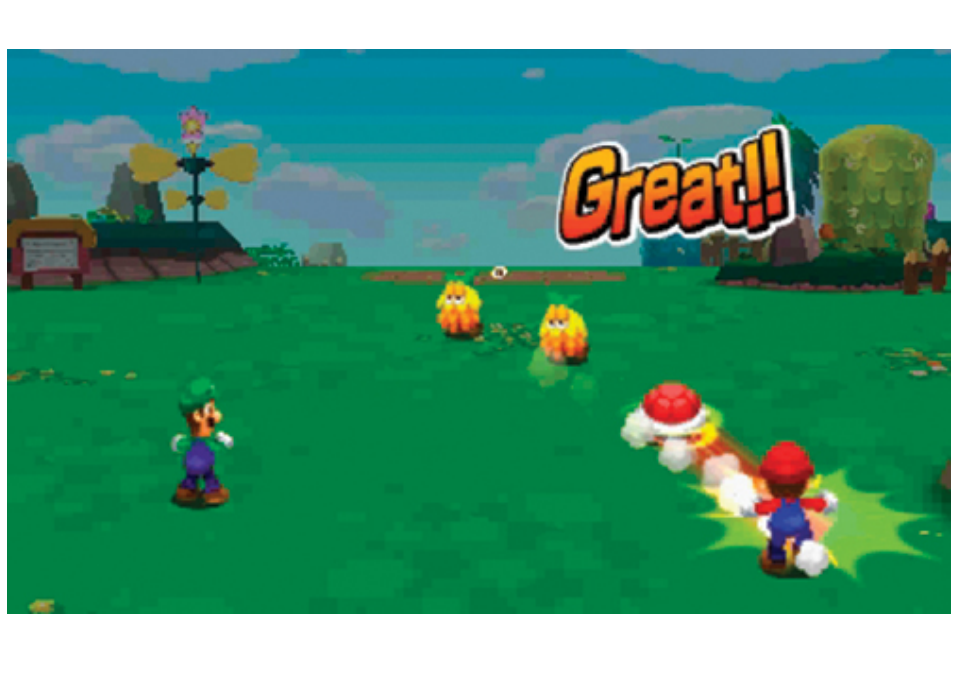
Once hammers are acquired in Mushrise Park, Mario and Luigi add Hammer attacks to their arsenal. Like Jump attacks, Hammer attacks require careful timing to pull off. As Mario or Luigi approaches an enemy and begins to swing, hold off on pressing Ⓐ or Ⓑ until the hammer is brought fully back and a small spark appears, accompanied by a ringing sound cue—now's the time to strike to score an Excellent hit. If you press the button too early or too late, damage output is minimal. Hammer attacks are effective against spiked and flaming enemies, but don't use them against flying enemies—you'll swing and miss every time.

Tip

If you've been defeated by an enemy, look for the Command Block marked with a ! icon. Select this to reveal hints on countering the enemy's different attacks. These hints reveal minor, tell-tale actions, helping you determine how to counter (or dodge) each incoming attack.

Mario's Bros. Attacks

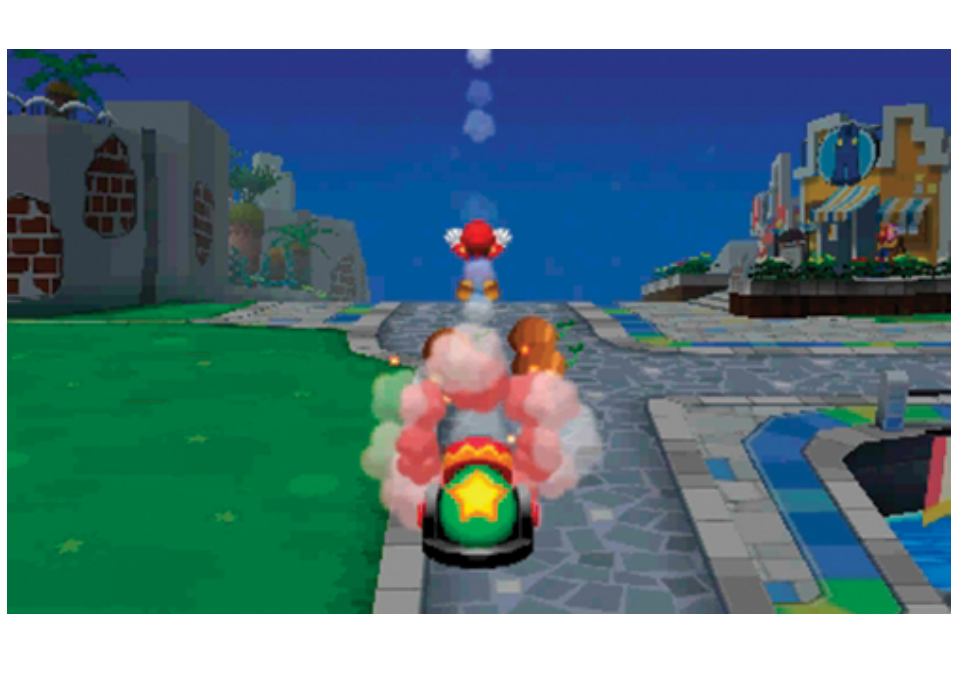
3D Red Shell



- Cost: 4 BP
- Unlock: Collect all 10 Attack Pieces in Mushrise Park

As Mario produces a red shell, alternate between pressing Ⓐ and Ⓑ , causing Mario and Luigi to kick the shell at targets in the distance. Timing and rhythm is important, particularly as the attack commences into its later stages.

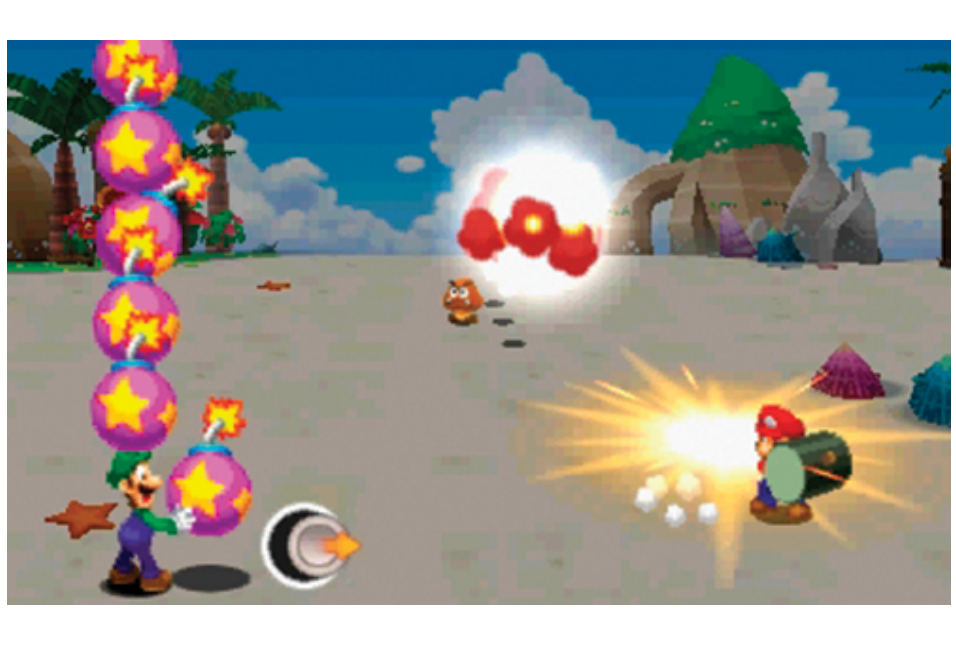
Bye-Bye Cannon



- Cost: 7 BP
- Unlock: Collect all 10 Attack Pieces in Wakeport

During this unique attack, you must memorize the order in which Mario and Luigi are launched from a cannon. As they land on an enemy, press Ⓐ for Mario and Ⓑ for Luigi. If you get it perfect, they'll descend in the opposite order. Definitely practice this attack many times before using it in a battle—it's a bit tricky and requires a high level of focus.

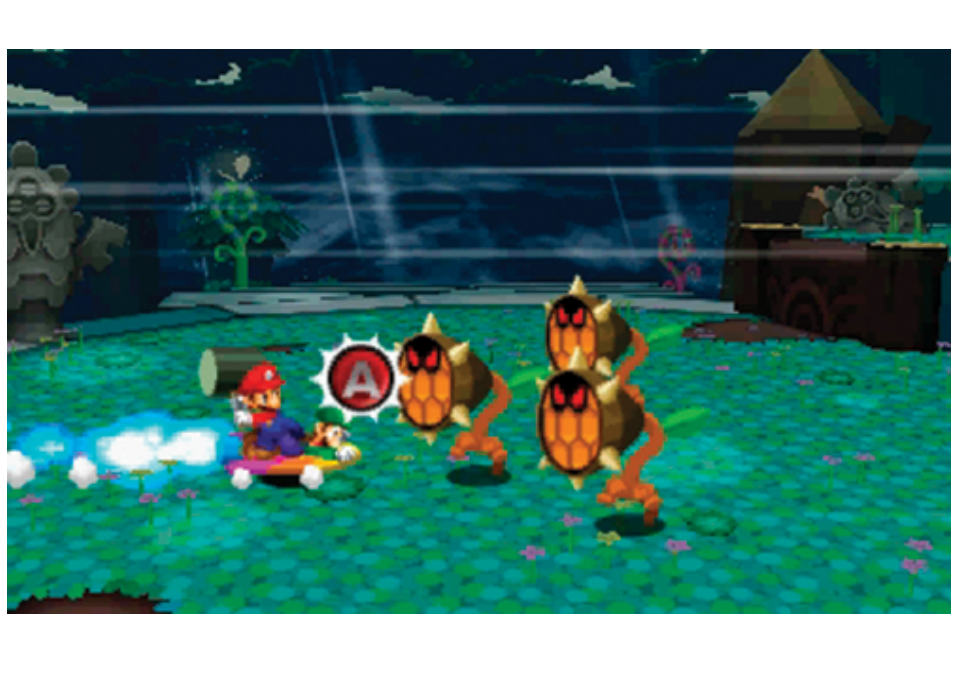
Bomb Derby



- Cost: 9 BP
- Unlock: Collect all 10 Attack Pieces in Driftwood Shore

During this attack, Luigi lobs a series of bombs toward Mario, prompting him to strike each incoming bomb with his hammer, launching them toward a distant group of enemies. This is a very powerful attack ideal for dealing damage to multiple enemies. However, it can be difficult to master—use the Circle Pad to toss bombs while pressing Ⓐ to swing Mario's hammer.

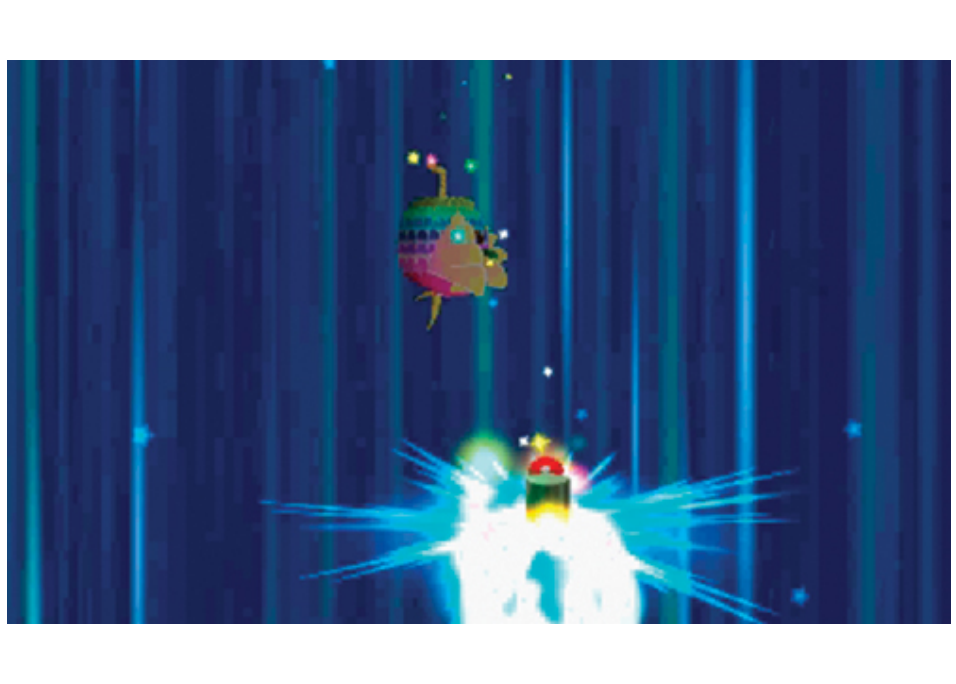
Jet-Board Bash



- Cost: 12 BP
- Unlock: Collect all 10 Attack Pieces in Somnom Woods

In this attack, Mario and Luigi ride on a skateboard-like device called a Jet Board—hold down Ⓑ to pick up speed. When the Jet Board reaches top speed, press Ⓐ at the right time to trigger Mario's hammer attack—press Ⓐ just before reaching the targeted enemy to inflict optimal damage. The Jet-Board Bash is a great way to inflict damage on a single enemy.

Zee Egg

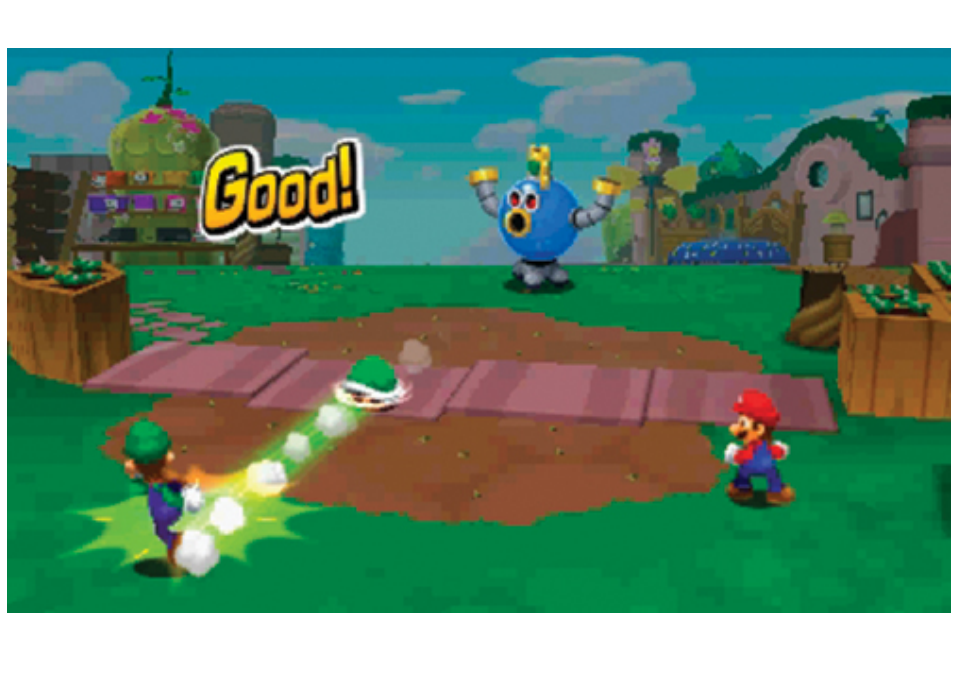


- Cost: 15 BP
- Unlock: Awarded by Eldream for rescuing all 52 Pi'illos

At the start of the attack, the Zeekeeper swoops in and picks up Mario and Luigi. Once high above the battle, the Zeekeeper releases a large egg-shaped Wakeorb. As the Wakeorb falls, align the Zeekeeper with it by moving the Circle Pad left or right. Once aligned, Mario and Luigi automatically jump off the back of the Zeekeeper, plunging toward the Wakeorb below. As Mario approaches the Wakeorb, press Ⓐ to whack it with his hammer. When Luigi approaches the Wakeorb, press Ⓑ to strike it with his hammer. Mario and Luigi may jump at the Wakeorb simultaneously, requiring you to press Ⓐ and Ⓑ at the same time. With each successful hammer strike, the Wakeorb picks up speed, causing it to inflict more damage upon impact.

Luigi's Bros. Attacks

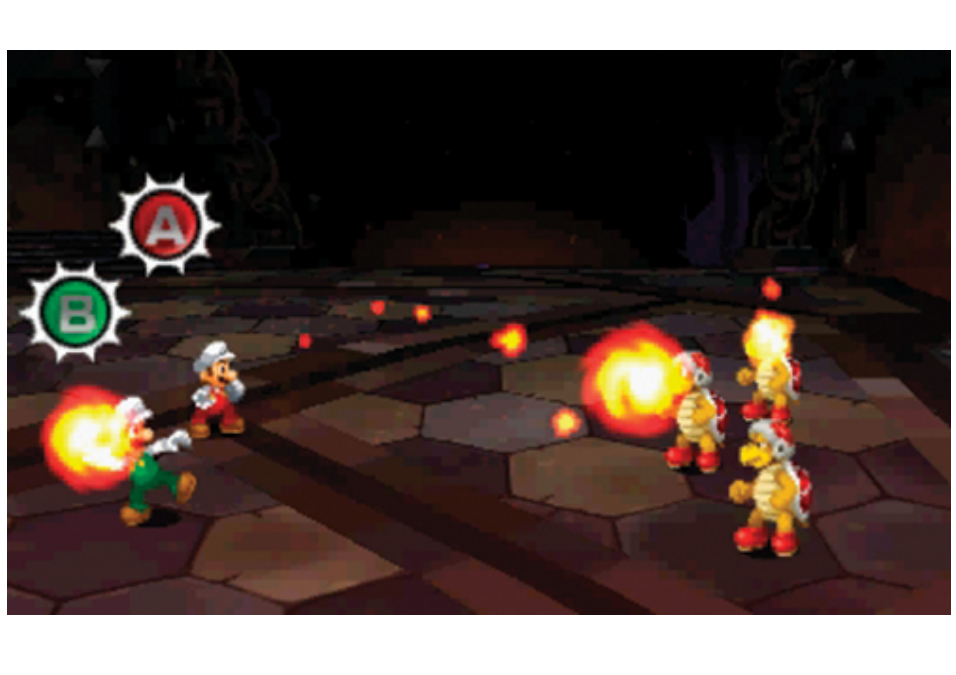
3D Green Shell



- Cost: 4 BP
- Unlock: Awarded by Boss Brickle in Mushrise Park

The 3D Green Shell Bros. Attack works almost identically to Mario's 3D Red Shell attack, only this attack is initiated by Luigi. This is useful for damaging large groups of enemies.

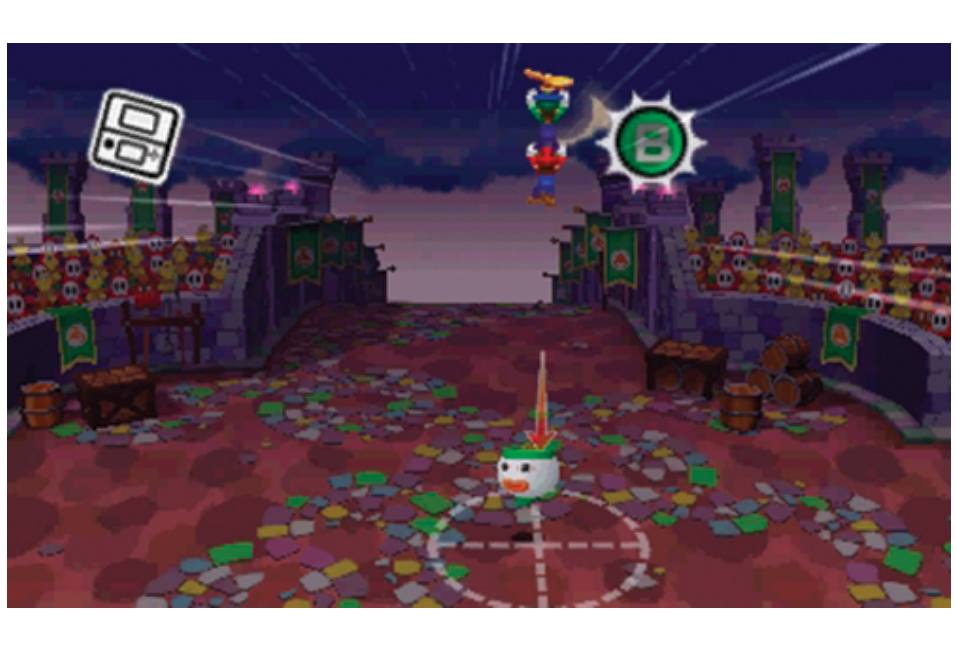
Fire Flower



- Cost: 6 BP
- Unlock: Collect all 10 Attack Pieces in Dozing Sands

Alternate between pressing Ⓑ and Ⓐ to make Mario and Luigi toss fireballs toward their targets. Watch as the fireballs grow in Mario and Luigi's hands—press the buttons to throw the fireballs before they explode. But if you press the buttons too early, the brothers will release tiny fireballs that inflict little damage.

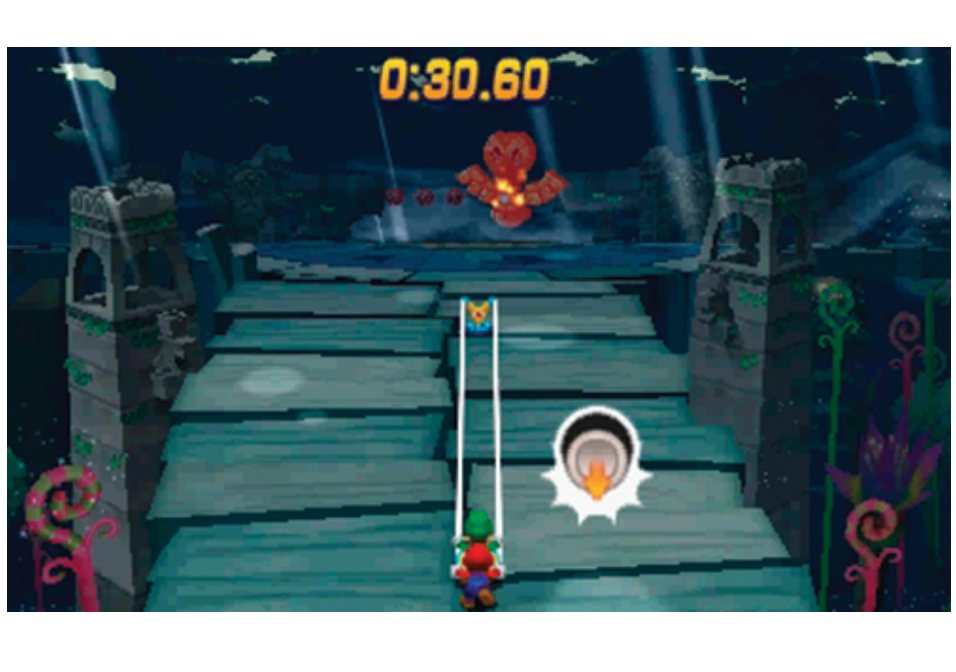
Dropchopper



- Cost: 8 BP
- Unlock: Collect all 10 Attack Pieces in Mount Pajamaja

This simple aerial attack requires you to tilt the Nintendo 3DS to collect both brothers before unleashing a powerful overhead attack on your enemies. For best results, line up the crosshairs with your intended target to ensure optimal damage. In addition to dealing damage to the target, a radial effect spreads outward, damaging all nearby enemies.

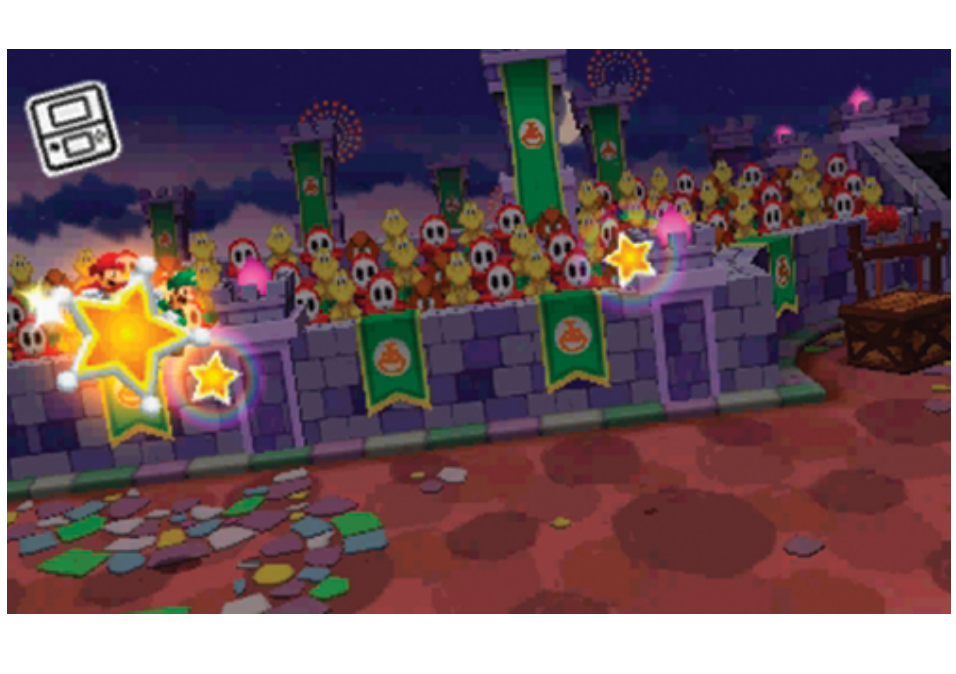
Slingsniper



- Cost: 10 BP
- Unlock: Awarded by Big Massif in Mount Pajamaja (2nd Tour)

During this attack, Mario uses a large slingshot-like device to launch Luigi at distant enemies. Use the Circle Pad to draw back Luigi in the sling, then hold down Ⓑ to bring up an aiming reticle—quickly target an enemy by tilting the Nintendo 3DS. Once a target is centered in the aiming reticle, release Ⓑ to send Luigi flying. The quicker you target and release Luigi, the more damage inflicted, so don't take too much time aiming. If you take too much time to aim, both Mario and Luigi will go flying through the air, inflicting no damage on the enemies.

Star Rocket



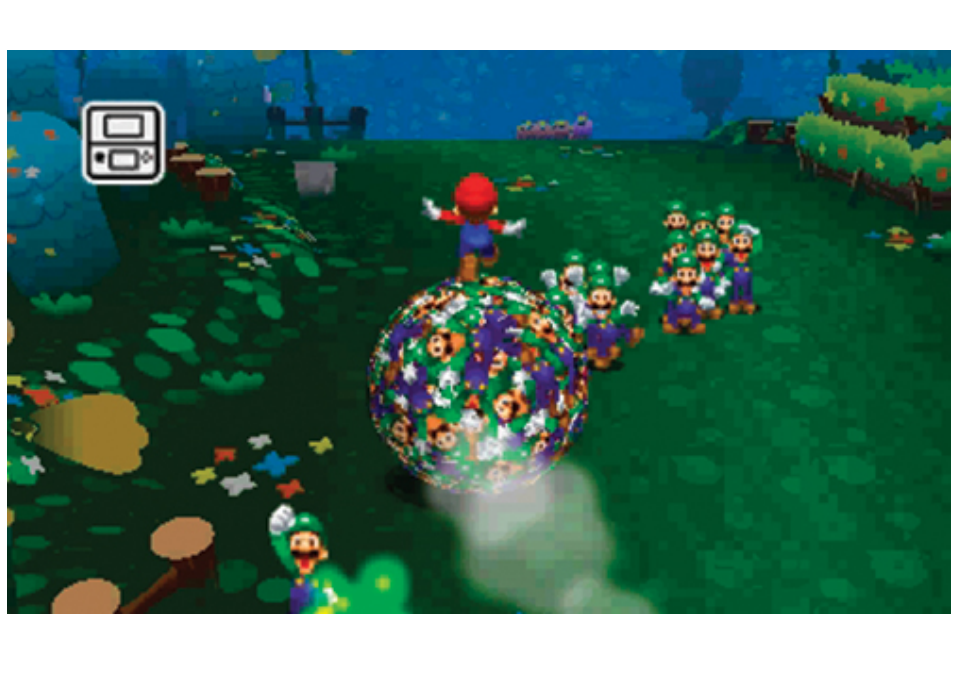
- Cost: 12 BP
- Unlock: Collect all 10 Attack Pieces in Neo Bowser Castle

As Mario and Luigi sit on the Star Rocket, it's your responsibility to steer it by tilting the Nintendo 3DS up and down. Collect the little stars along the way to gain more power. At the end of the attack, press Ⓑ as Luigi lands on top of the targeted enemy. Follow up by pressing Ⓐ when Mario lands to inflict even more damage.

Luiginary Attacks

By collecting Attack Pieces in the dream world you can unlock several powerful Luiginary Attacks, allowing Mario to harness the power of Dreamy Luigi and his Luiginoids. But like Bros. Attacks, each of these attacks consumes BP—so use them sparingly.

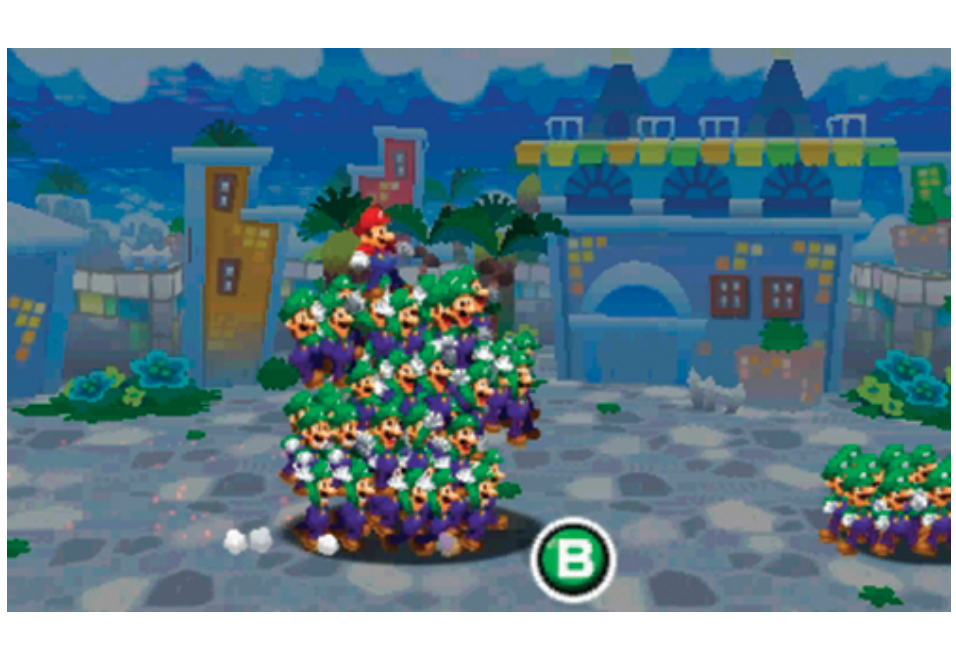
Luiginary Ball



- Cost: 6 BP
- Unlock: Collect all 10 Attack Pieces in Dreamy Mushrise Park (A)

This attack places Mario atop a ball comprised entirely of Luiginoids. Tilt the Nintendo 3DS left and right to steer the ball as it automatically travels forward. Along the way, run over more Luiginoids to increase the size of the ball. The larger the ball gets, the more damage it inflicts upon striking an enemy. Once the ball reaches critical mass, press Ⓐ to kick it toward a group of enemies.

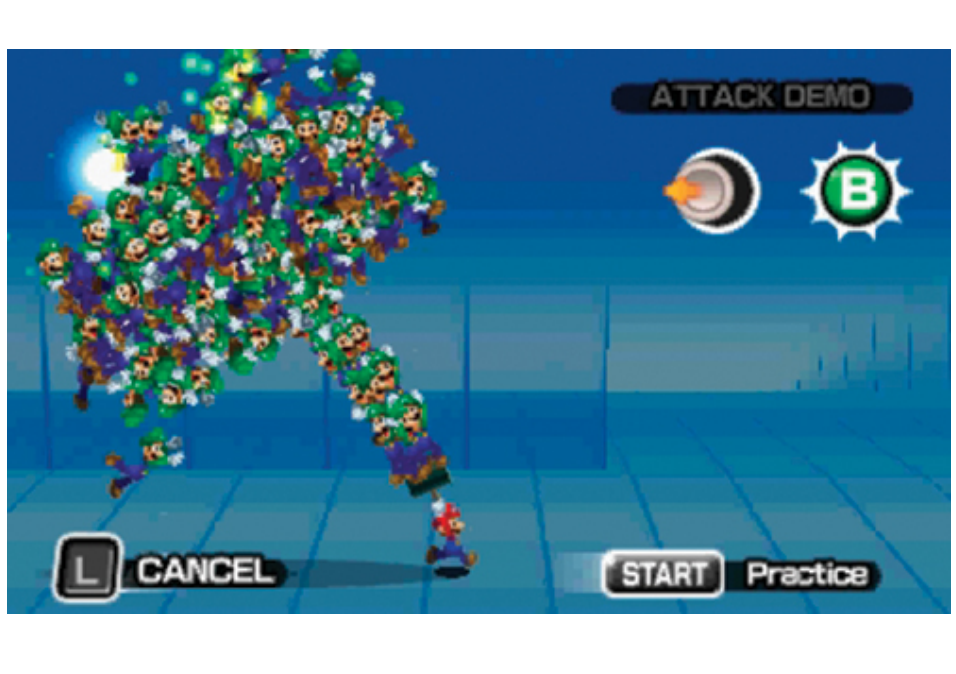
Luiginary Stack



- Cost: 10 BP
- Unlock: Collect all 10 Attack Pieces in Dreamy Dozing Sands (F)

During this attack you must gather a tall Stack of Luiginoids and carefully balance them prior to launching a devastating attack. The trick is balancing each new set of Luiginoids added to the bottom of the Stack. If the Stack gets out of alignment, use the Circle Pad to maintain balance, or else all the Luiginoids will come crashing down, aborting the attack. For best results, get the Stack organized as straight as possible to maintain stability. Then, when it's time to attack, pay close attention. After the Luiginoids come crashing down on your enemies, be ready to press Ⓐ to inflict extra damage as Mario.

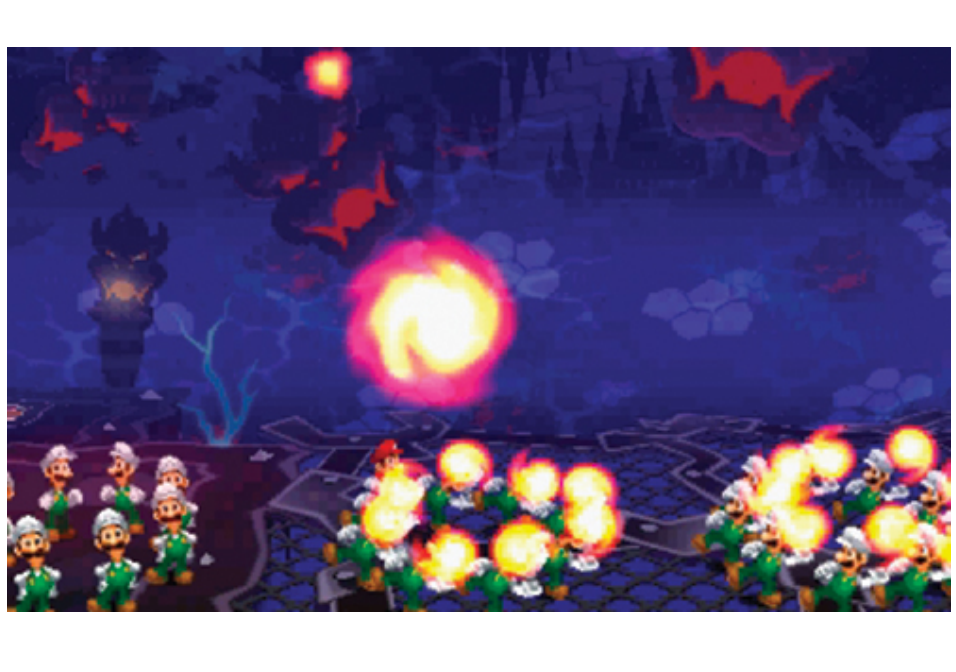
Luiginary Hammer



- Cost: 10 BP
- Unlock: Collect all 10 Attack Pieces in Dreamy Mount Pajamaja (E)

The Luiginary Hammer functions similarly to the Luiginary Stack attack, only this time the Luiginoids form a massive Hammer, requiring Mario to carefully balance the increasing weight before unleashing a powerful attack. Rapidly press Ⓑ to create the Hammer from a large group of Luiginoids. But as more and more Luiginoids pile on, the Hammer becomes more and more difficult to balance—move the Circle Pad to keep the Hammer from toppling over. Once the Hammer is complete, approach the group of enemies, using the crosshairs icon to aim. When you're satisfied with the alignment, press Ⓐ to swing the Hammer downward, inflicting massive damage on the target and surrounding enemies.

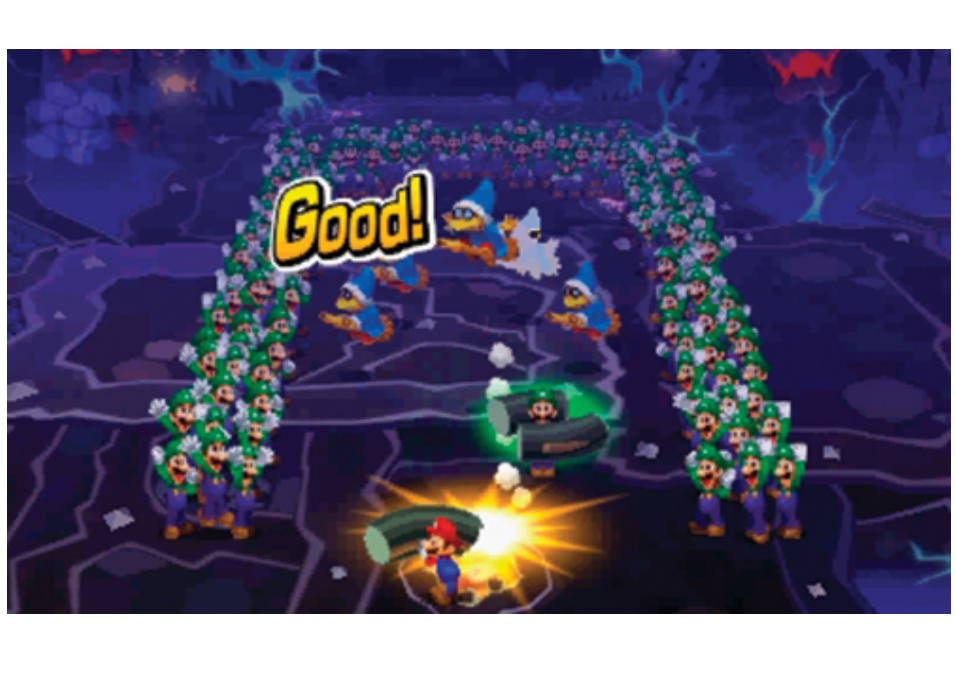
Luiginary Flame



- Cost: 14 BP
- Unlock: Collect all 10 Attack Pieces in Dreamy Driftwood Shore (A)

During this Luiginary Attack, Mario produces a Flame by pressing Ⓐ . The Flame then bounces at a steady pace across several sets of Luiginoids—press Ⓑ each time the Flame makes contact with the Luiginoids. The Flame grows larger and larger with each successful juggle But as the Flame crosses from one set of the Luiginoids to the next, Mario must occasionally fill in gaps among the Luiginoids to keep the Flame growing—press Ⓐ to make Mario juggle the Flame. When the Flame reaches critical mass, Mario must use his hammer to direct it at a group of enemies.

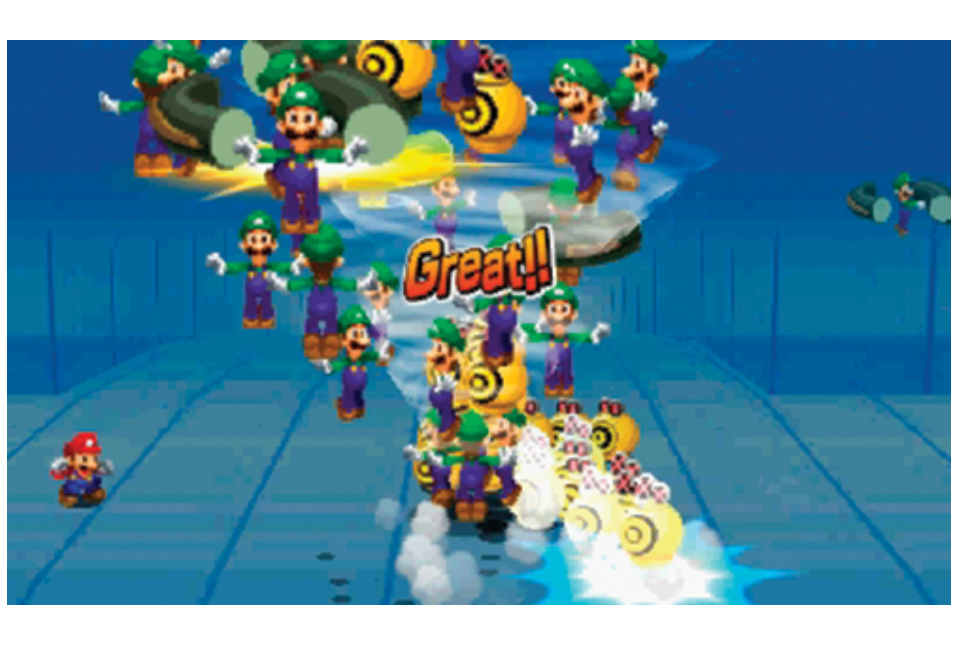
Luiginary Wall



- Cost: 14 BP
- Unlock: Collect all 10 Attack Pieces in Dreamy Wakeport (B)

Here the Luiginoids form a three-sided box as Mario uses his hammer (Ⓐ) to knock Dreamy Luigi across the floor. When struck by Mario's hammer, Dreamy Luigi bounces against the Luiginoid Wall, smacking enemies along the way. The idea is to bounce Dreamy Luigi off the three enclosed Walls—use the Circle Pad to move Mario around so you can strike Dreamy Luigi from different angles, causing him to fly in new directions. At the conclusion of the attack, the Luiginoids form a massive vertical Wall in the background. Knock Dreamy Luigi into this distant Wall to cause the Luiginoids to come crashing down on your enemies.

Luiginary Typhoon



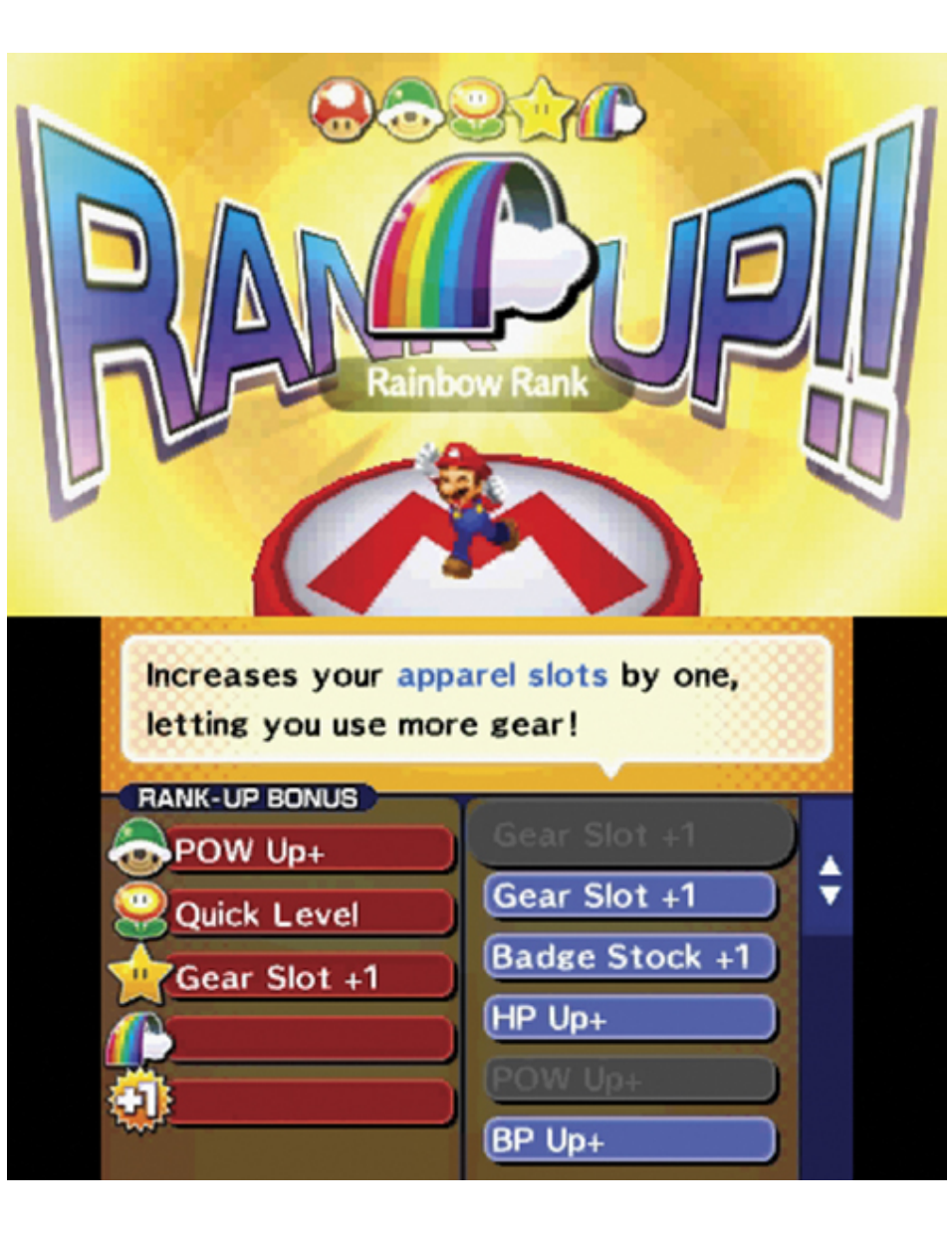
- Cost: 16 BP
- Unlock: Collect all 10 Attack Pieces in Dreamy Somnom Woods (G)

Start by winding up a rope of Luiginoids with Ⓑ . Then press Ⓐ to yank them into a powerful Typhoon—timing is critical here otherwise Mario will get launched at the enemies and the attack will end. Once a Typhoon is formed, use the Circle Pad to control it, flying it over a large group of enemies. The Typhoon actually picks up enemies and tosses them around. While the Typhoon is active, rapidly press Ⓑ to deal more damage to the enemies.

Status Effects

When taking damage from certain enemies, Mario and Luigi have a chance of being hampered by a status effect. The TRIP status effect knocks Mario or Luigi on his back, causing the affected brother to lose a turn. DIZZY has a similar impact, but may render Mario or Luigi defenseless for more than one turn. BURN is even worse, causing Mario or Luigi to not only miss his turn, but also taking damage each turn until he recovers. The MINI status effect causes Mario or Luigi to shrink in size—he doesn't miss his turn, but the damage dealt while attacking in this miniature form is significantly reduced…unless equipped with Mini Boots, Mini Hammer, or Mini Gloves. Other status effects temporarily reduce Mario and Luigi's stats, such as POW Down, DEF Down, and SPEED Down. Status effects can be completely removed by consuming a Refreshing Herb.

Levels and Ranks



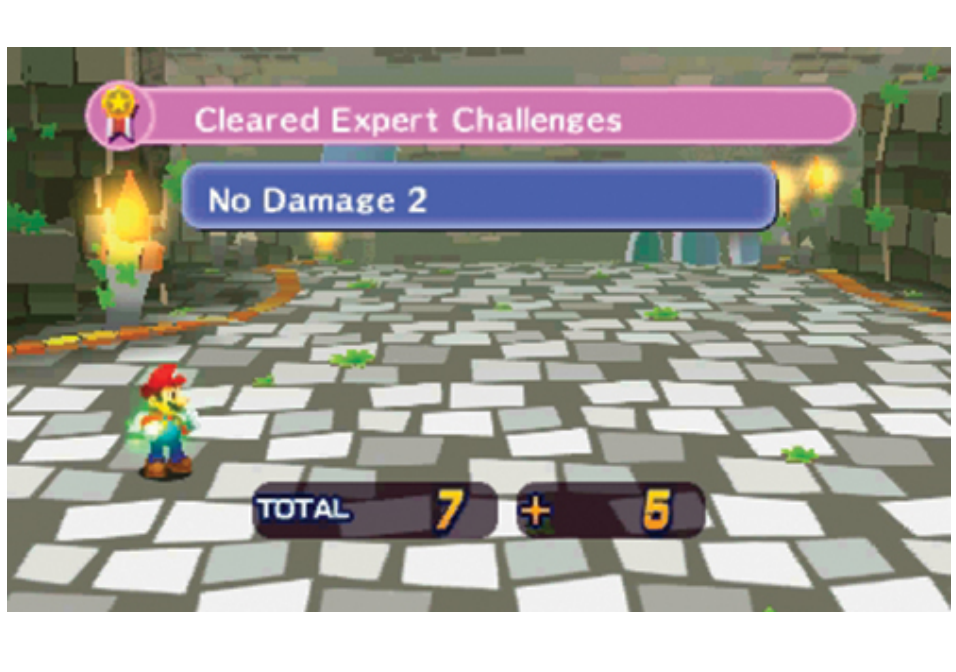
Defeating enemies earns Mario and Luigi coins, items, gear, and EXP. EXP accumulates over time, allowing our heroes to level up. When you level up, your stats increase and you get stronger. This makes it easier to defeat future enemies. In addition to gaining stats with each level, when leveling up, you can increase one stat of your choice. Move the bonus slot up and down the column of stats to choose which stat you want to increase. Press Ⓐ to begin rotating the bonus slot on the desired stat. This causes a series of numbers to begin spinning, similar to a slot machine—press Ⓐ again to make the numbers stop. Whichever number the slot stops on is the bonus stat you get.

At levels 8, 16, 26, and 40 Mario and Luigi attain new ranks. Each time your rank goes up you get to apply a bonus, which is very useful during battles—at rank 40 you get to choose two bonuses! Choose the bonus that best fits your style of play. But choose carefully—you can only apply a maximum of five bonuses to your character total.

Rank-Up Bonuses

Name	Description	Rank Required
Gear Slot+1	Adds one Gear slot	Shell (Level 8)
Badge Stock+1	Adds one Badge stock	Shell (Level 8)
HP Up+	Adds 2 HP per level	Shell (Level 8)
POW Up+	Adds 1 POW per level	Shell (Level 8)
BP Up+	Adds 1 BP per level	Shell (Level 8)
Quick Level	Gives 20% more EXP	Shell (Level 8)
Iron Body	Reduces damage by 25%	Shell (Level 8)
Jump Man	Boosts solo-jump damage by 125%	Flower (Level 16)
Hammerhead	Boosts solo-hammer damage by 125%	Flower (Level 16)
Counterer	Boosts counterattacks by 150%	Flower (Level 16)
Shroom EXP	Mushrooms give EXP	Flower (Level 16)
Big Lucky	Boosts Lucky Hit damage by 200%	Star (Level 26)
Casual Bros.	Bros. Attacks cost 1/2	Star (Level 26)
Quick Healer	Items heal 200%	Star (Level 26)

Expert Challenges



Expert Challenges are optional objectives that can be completed during battle. You accumulate points whenever you clear an Expert Challenge. Hitting point milestone targets nets you rare gear. From the menu screen, select the Collections sub-menu to review the different Expert Challenges available. Select the title of a challenge in this menu and press Ⓐ to review the criteria for each. There are a total of ten different pieces of gear awarded through Expert Challenges, each at a different point milestone. Complete all the Expert Challenges to gain access to the powerful Duplex Crown—this allows you to attack twice per turn.

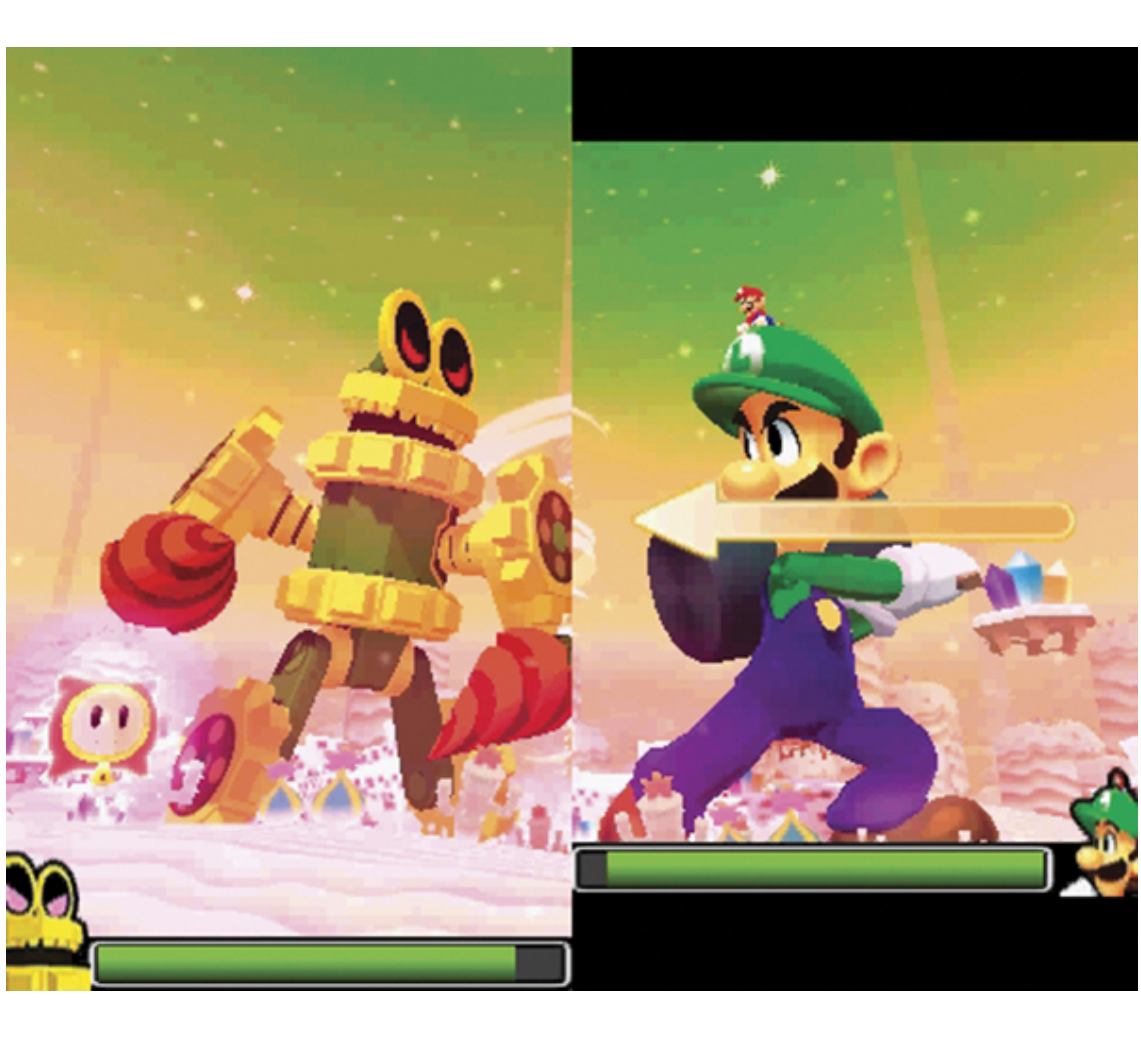
Expert Challenge Rewards

Milestone	Reward
20	Expert Boots
50	POW Scarf
90	Expert Wear
140	Perfect POW Gloves
200	BP Knockout Bangle
300	Expert Hammer
450	Birthday Boots
600	Golden Hammer
800	Master Gloves
1000	Duplex Crown

Note

Birthday gear, like the Birthday Boots, only grant special abilities on your birthday. But you can always "alter" your birthday in the Nintendo 3DS settings to take advantage of these gear pieces at other times during the year.

Giant Luigi Battles

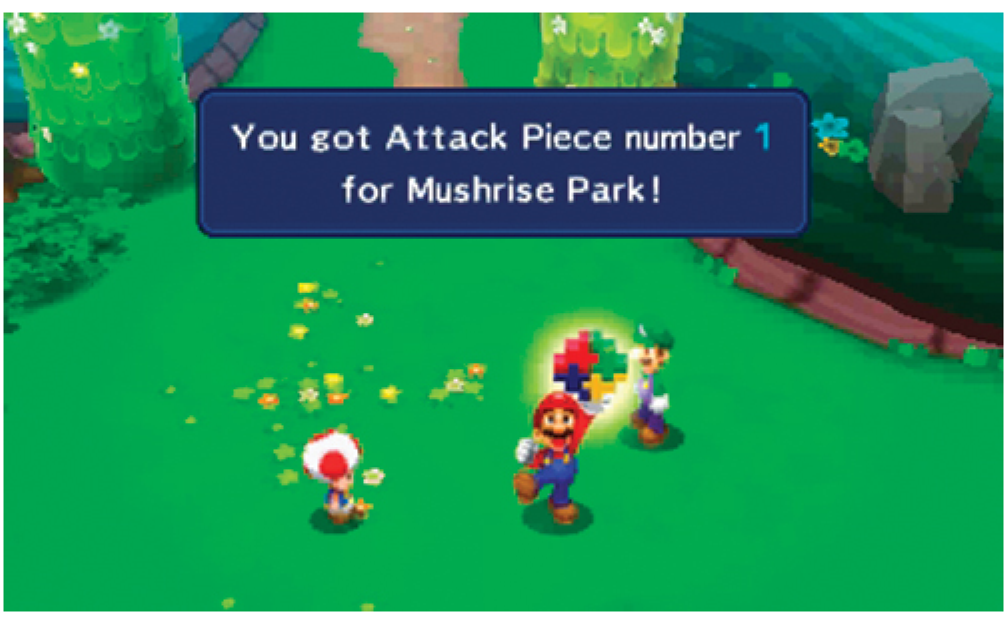


In the dream world, Mario and Dreamy Luigi sometimes encounter enemies that are just too big to fight in a regular battle. In these rare circumstances, Dreamy Luigi steps up to the challenge, drawing in Luiginoids from the dream world to match the size and strength of their colossal foe. When a Giant Luigi battle begins, tilt the Nintendo 3DS as directed by the on-screen instructions. During these battles all attacks and counters are performed by interacting with the Touch Screen—always use a stylus for precision. Unlike the turn-based battles, timing and quick reflexes are a necessity during these encounters, requiring you to draw lines, or tap particular spots on the Touch Screen. Giant Luigi's health appears in the meter at the bottom of the Touch Screen while the enemy's health appears at the bottom of the other screen. Keep attacking, dodging, and countering until the enemy's health is depleted.

Collectibles

As Mario and Luigi explore Pi'illo Island and its dream worlds, they come across a variety of collectible items that can have a significant impact on their adventure. Collecting these items is purely optional. But each set of collectibles has its own rewards, sometimes resulting in new attacks, stat bonuses, items, gear, and coins. So make the effort to search out these collectibles—you won't be disappointed with the results.

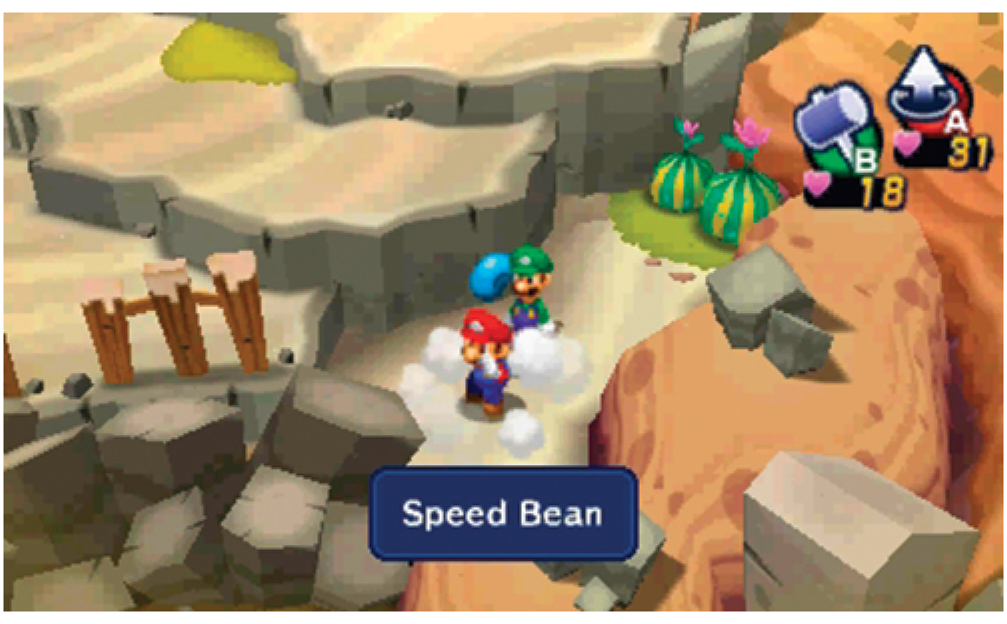
Attack Pieces



You got Attack Piece number 1 for Mushrise Park!

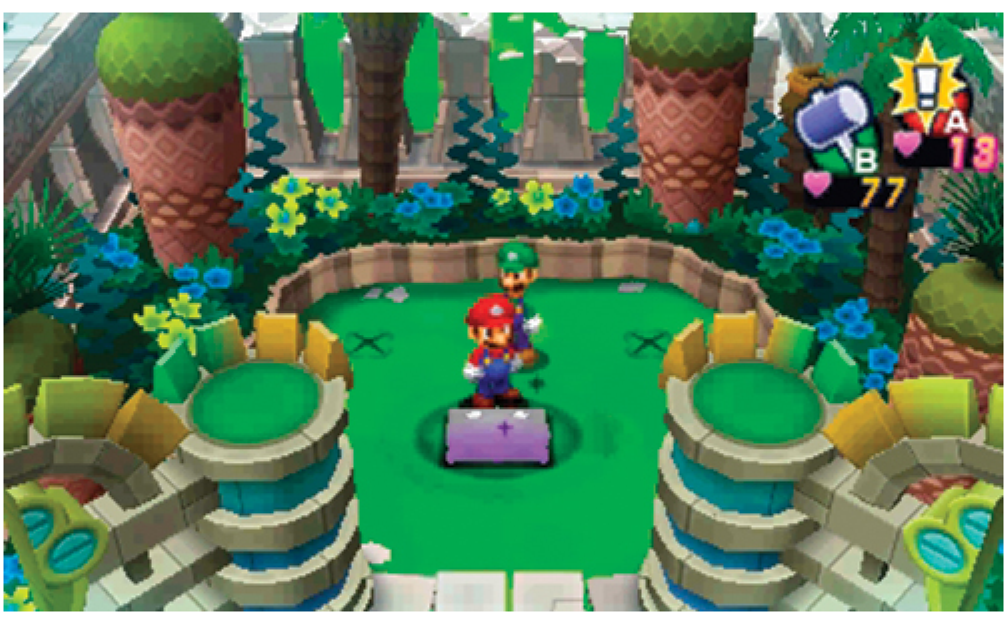
Multi-colored blocks scattered throughout Pi'illo Island contain items known as Attack Pieces. When you've acquired ten Attack Pieces in one region or dream world, you're rewarded with a new attack. In the real world, Attack Pieces unlock new Bros. Attacks for Mario and Luigi. In the dream world, Attack Pieces unlock powerful Luiginary Attacks. While most Attack Pieces are found, some can be acquired by speaking with different characters or completing certain tasks. So make a habit of talking to everyone you encounter—they may have a lead on the next Attack Piece.

Beans



Once you've learned the Mini-Mario move, you can go underground and retrieve beans. Look for the X on the ground to find a beanhole, then go underground and surface to retrieve a bean. Beans are powerful consumable items that boost a respective state by one point. There are six different beans in all, each representing a different stat: Heart Beans increase HP, Bros. Beans increase BP, Power Beans increase POW, Defense Beans increase DEF, Speed Beans increase SPEED, and Stache Beans increase STACHE. You may also come across super-rare DX beans. Unlike standard beans, DX beans add three points to its affiliated stat. DX beans can be acquired by defeating Gold Beanies or by decrypting shots at Kylie Koopa's in Wakeport.

Pi'illos

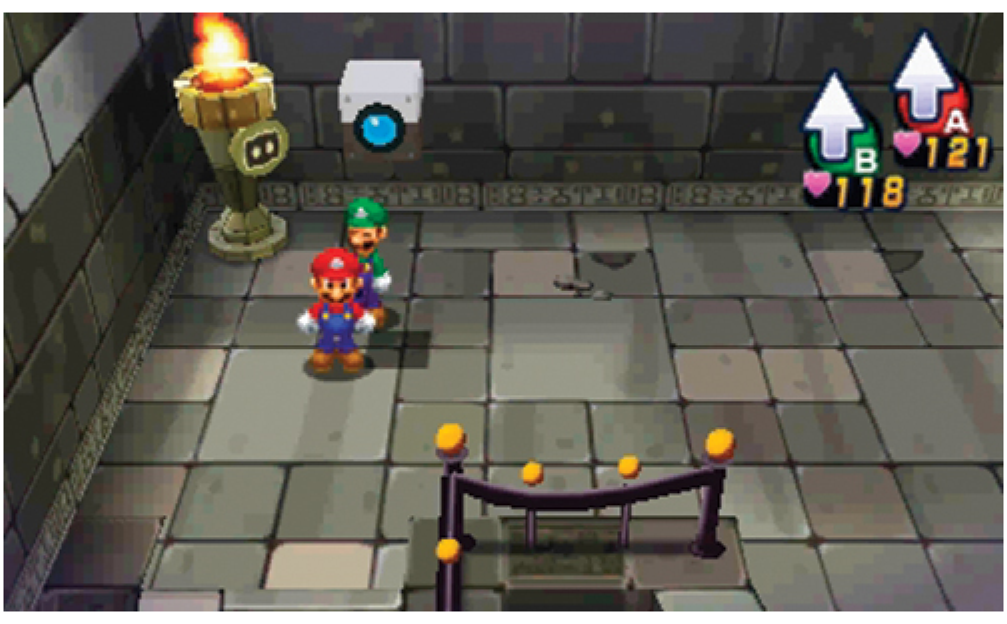


A long time ago, Pi'illo Island was home to peaceful people called Pi'illo folk. But during a conflict with Antasma, the Pi'illo folk became petrified in rock-like objects—which look just like pillows. Trapped within nightmare chunks in the dream world, the Pi'illo folk have remained dormant for many years. But Mario and Luigi can rescue the Pi'illo folk by entering the dream world and busting these nightmare chunks. So when you find one of these purple pillows, approach it and enter the dream world to rescue the Pi'illo trapped inside. After rescuing several Pi'illos, speak with Eldream in Mushrise Park's Maintenance Hut area to receive gifts—rewards are issued at different thresholds. If you rescue all 52 Pi'illos, you gain access to Mario's Zee Egg Bros. Attack.

Eldream's Rewards

Pi'illos Saved	Reward
5	Bare Hammer
7	Birthday Hammer
12	POW Gloves
18	Birthday Ring
26	Golden Wear
37	POW Gloves DX
52	Zee Egg (Bros. Attack)

Camera Blocks



In Wakeport, Kylie Koopa creates guidebooks for Pi'illo Island—and she could use some help. Kylie has installed Camera Blocks throughout the island—there is one Camera Block in each region. These blocks contain pictures called shots. But all of the shots taken by Camera Blocks are scrambled. Therefore, they must be decrypted, just like a puzzle. Every time you decrypt a shot within the allotted goal time, Kylie rewards you. Coins are offered for completing level 1 and level 2 shots. But if you're fast enough to decrypt a challenging level 3 shot, Kylie hands over a DX bean. So take the time to find all the Camera Blocks and decrypt these shots—it's well worth the effort.

Getting Started

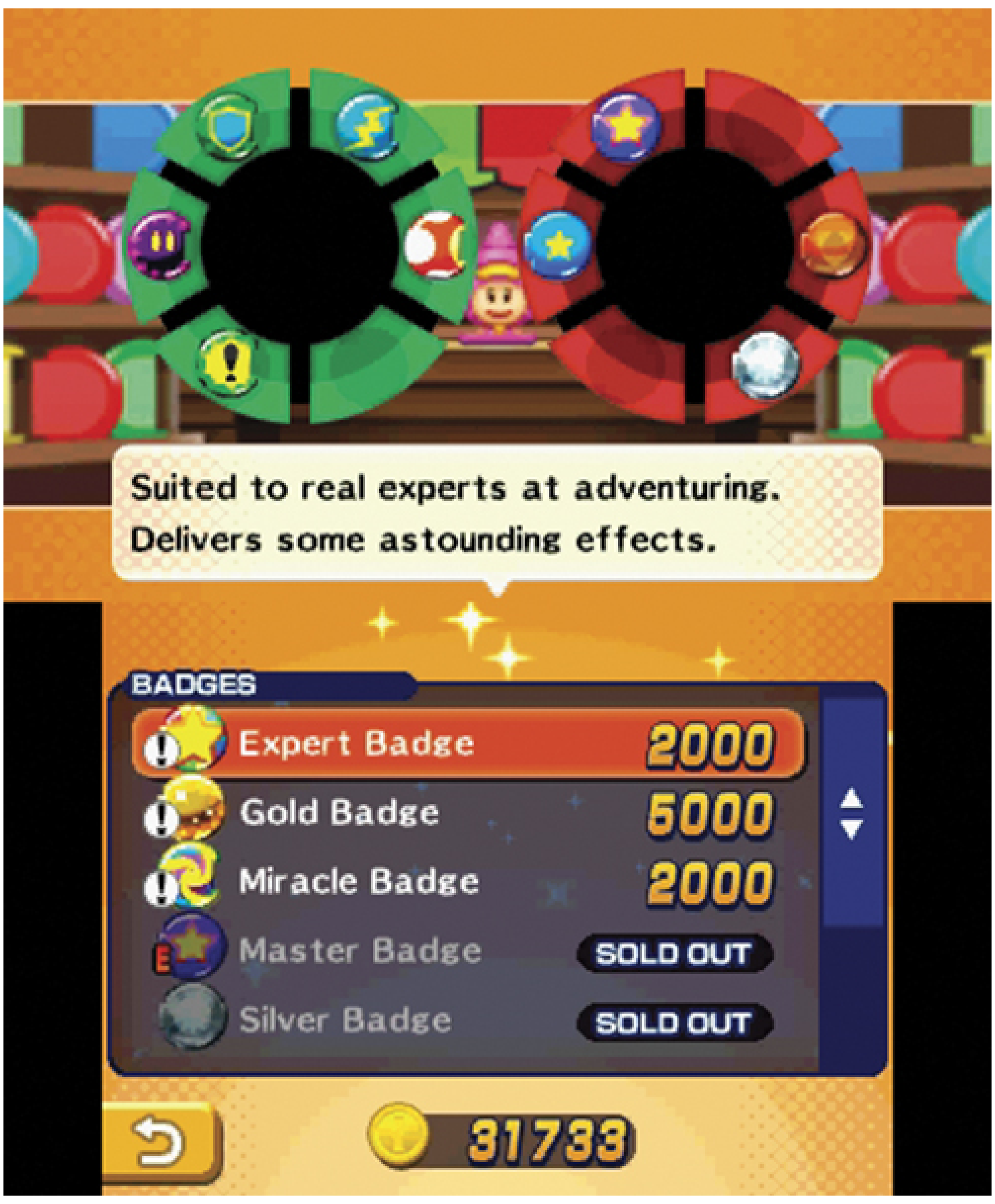
Shops

Need some items? Or perhaps you need new gear? Then simply approach one of the pink Shelltop shops in the real world, or look for similar enterprising vendors in the dream world. Each shop has two main sections: items and gear. In both the item and gear sections you can choose to either buy or sell. Before buying, make a habit of selling any surplus items or obsolete gear first—this earns you coins you can spend on new merchandise. New items purchased are simply added to your inventory. But when you purchase new gear you're given the option to equip it. Any old gear is then transferred to your inventory. When buying gear, remember that you must equip both Mario and Luigi. So keep this in mind before spending all your coins.

Tip

The Pi'l-latte sold at most shops is a great value. For only 10 coins, consuming Pi'l-latte fully replenishes Mario and Luigi's HP and BP.

Badge Shops



Suited to real experts at adventuring.
Delivers some astounding effects.

BADGES
Expert Badge 2000
Gold Badge 5000
Miracle Badge 2000
Master Badge SOLD OUT
Silver Badge SOLD OUT

31733

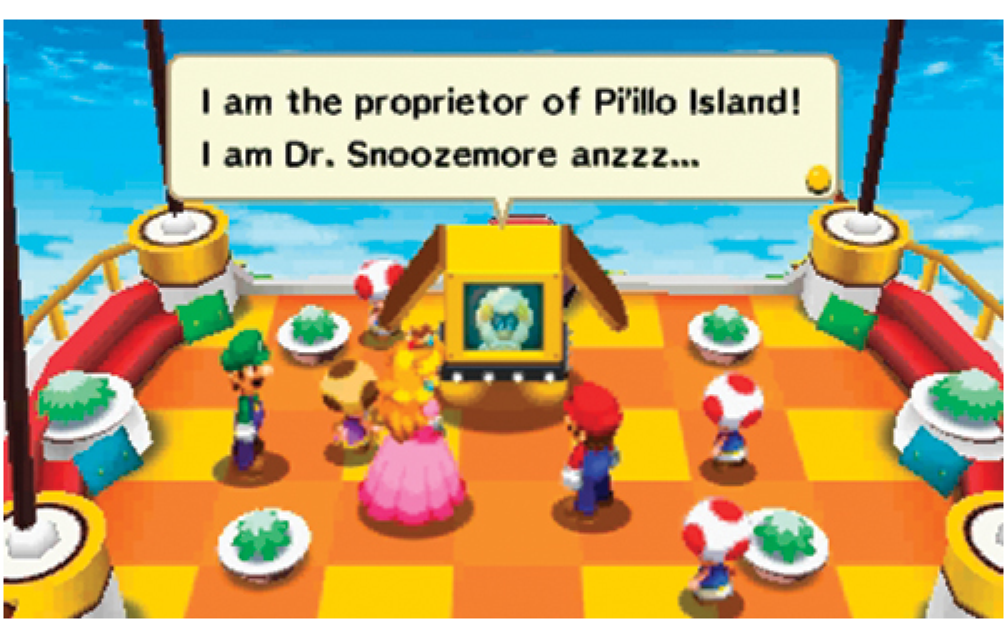
There are three badge shops in Pi'illo Island located in Pi'illo Castle, Dozing Sands, and Wakeport. Purchasing badges is purely optional, and they're not cheap. So before buying any badges, study the different badge combos in the Quick Reference chapter in the back of the guide. There's no need to purchase badges that produce combo effects you're not interested in. Instead, find the combo effects you want, then purchase the two badges necessary to produce the desired effect. But not all badges are available at the outset. There are three different badge shop updates that determine when certain badges are available. These three updates occur after reaching Dozing Sands, Driftwood Shore, and Somnom Woods.

Note

For a complete listing of items and gear, as well as badge combos, visit the Quick Reference chapter.

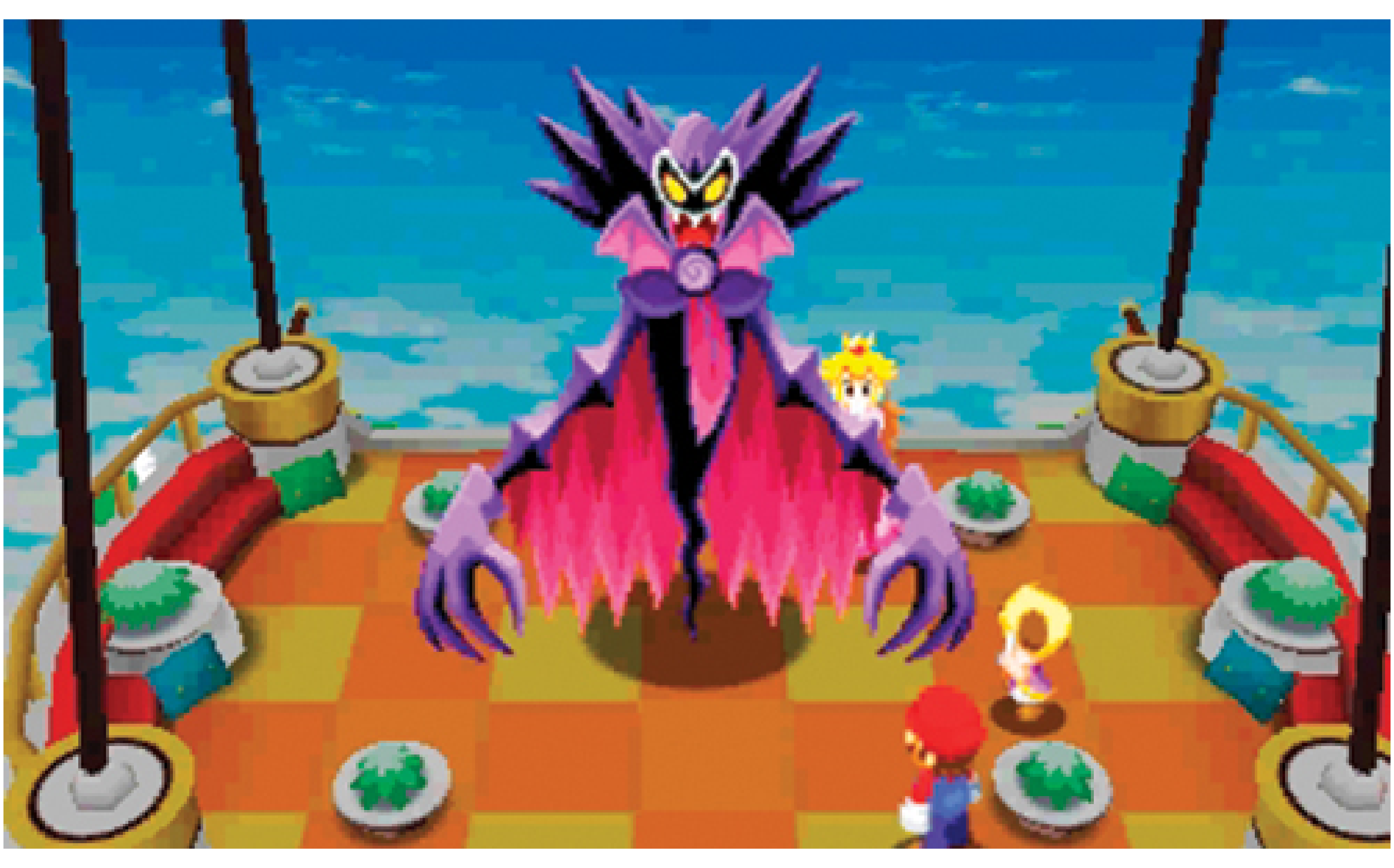
Destination: Pi’illo Island!

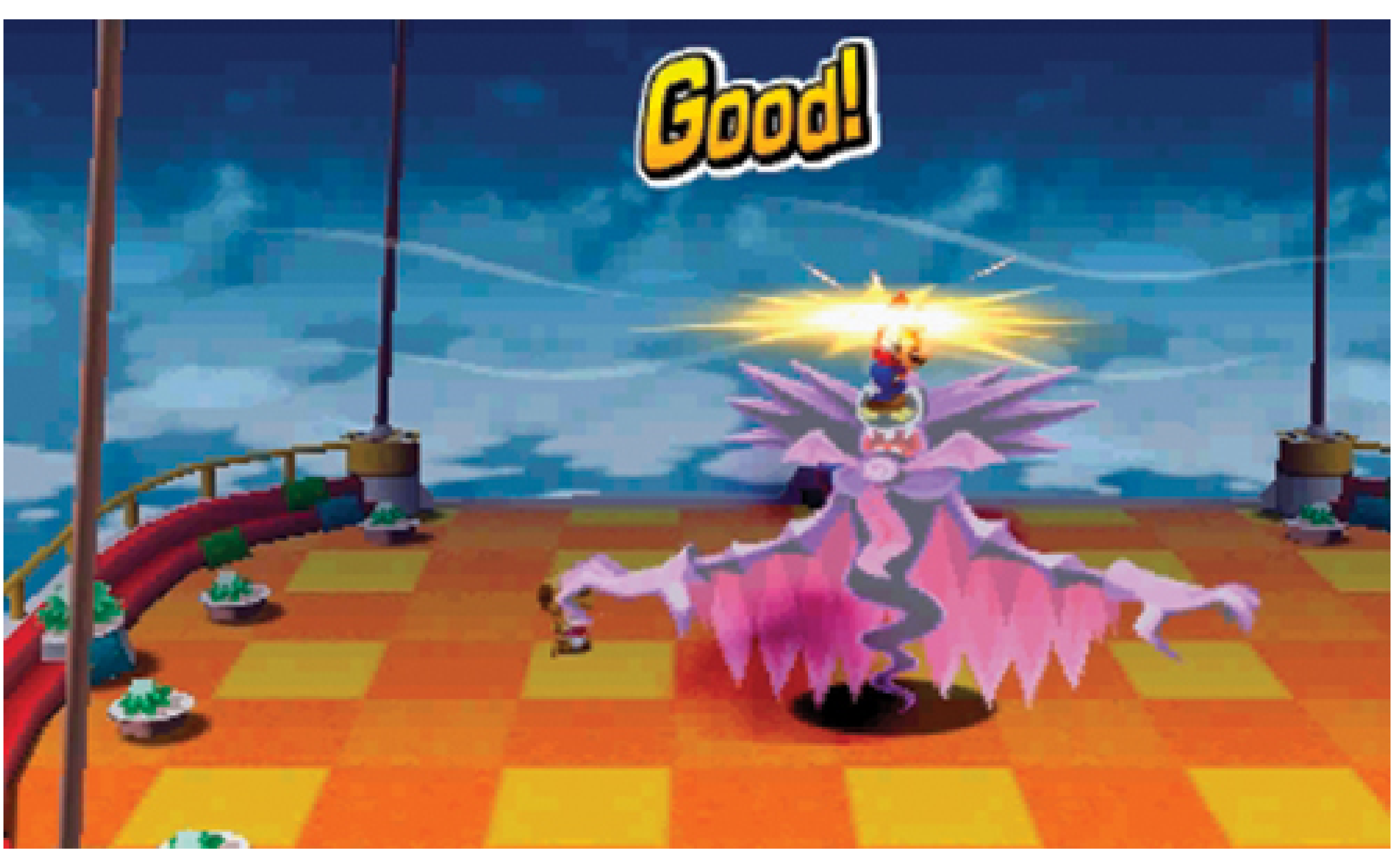
One day a large airship arrives at Peach’s Castle in the Mushroom Kingdom. This Zeeppelin carries an invitation to Princess Peach and her subjects urging them to visit Pi’illo Island, a luxury resort. Along with her staff and Toadsworth, Peach boards the Zeeppelin headed for Pi’illo Island. Of course, Mario and Luigi decide to tag along for this adventure too.



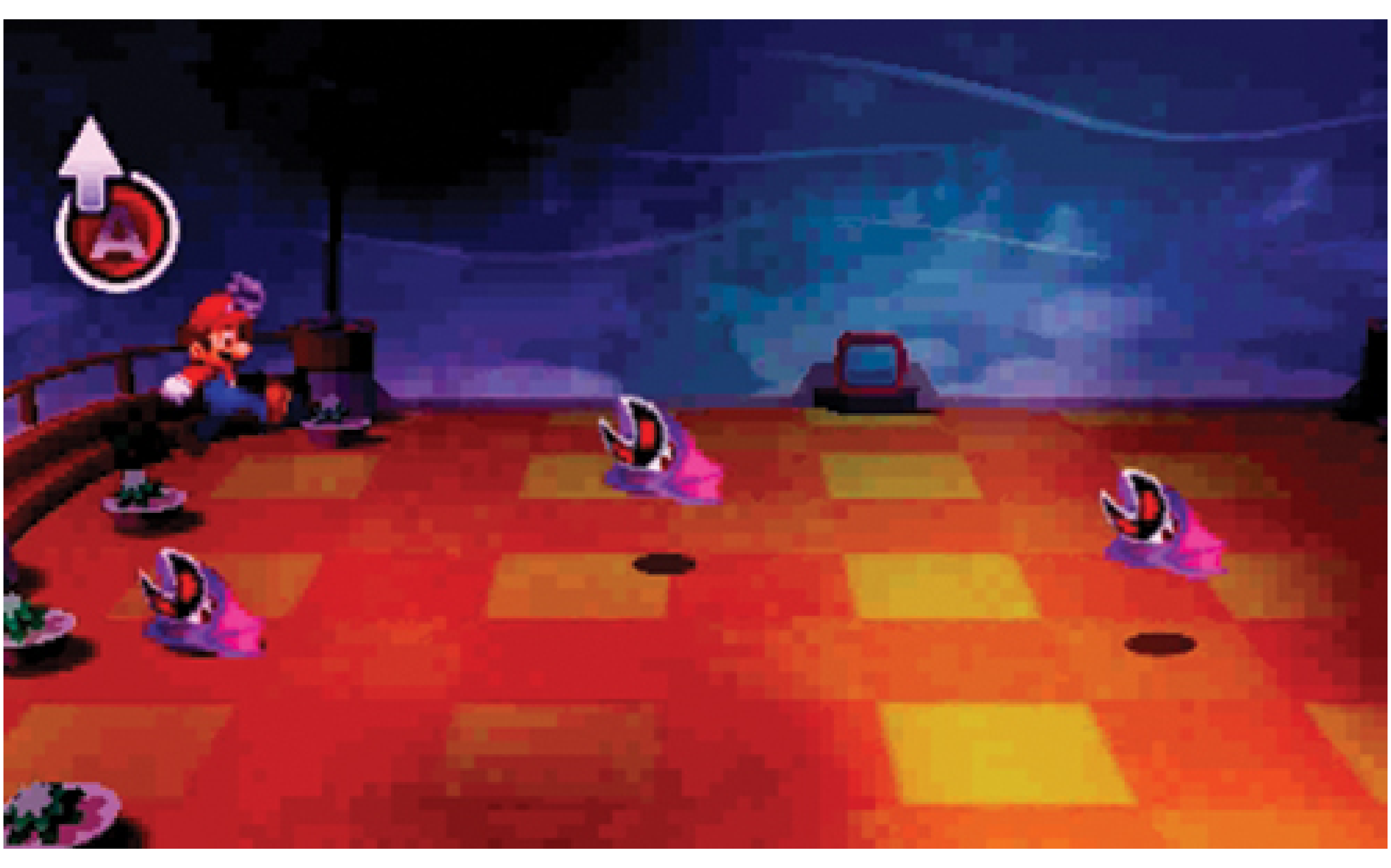
I am the proprietor of Pi’illo Island!
I am Dr. Snoozemore anzzz...

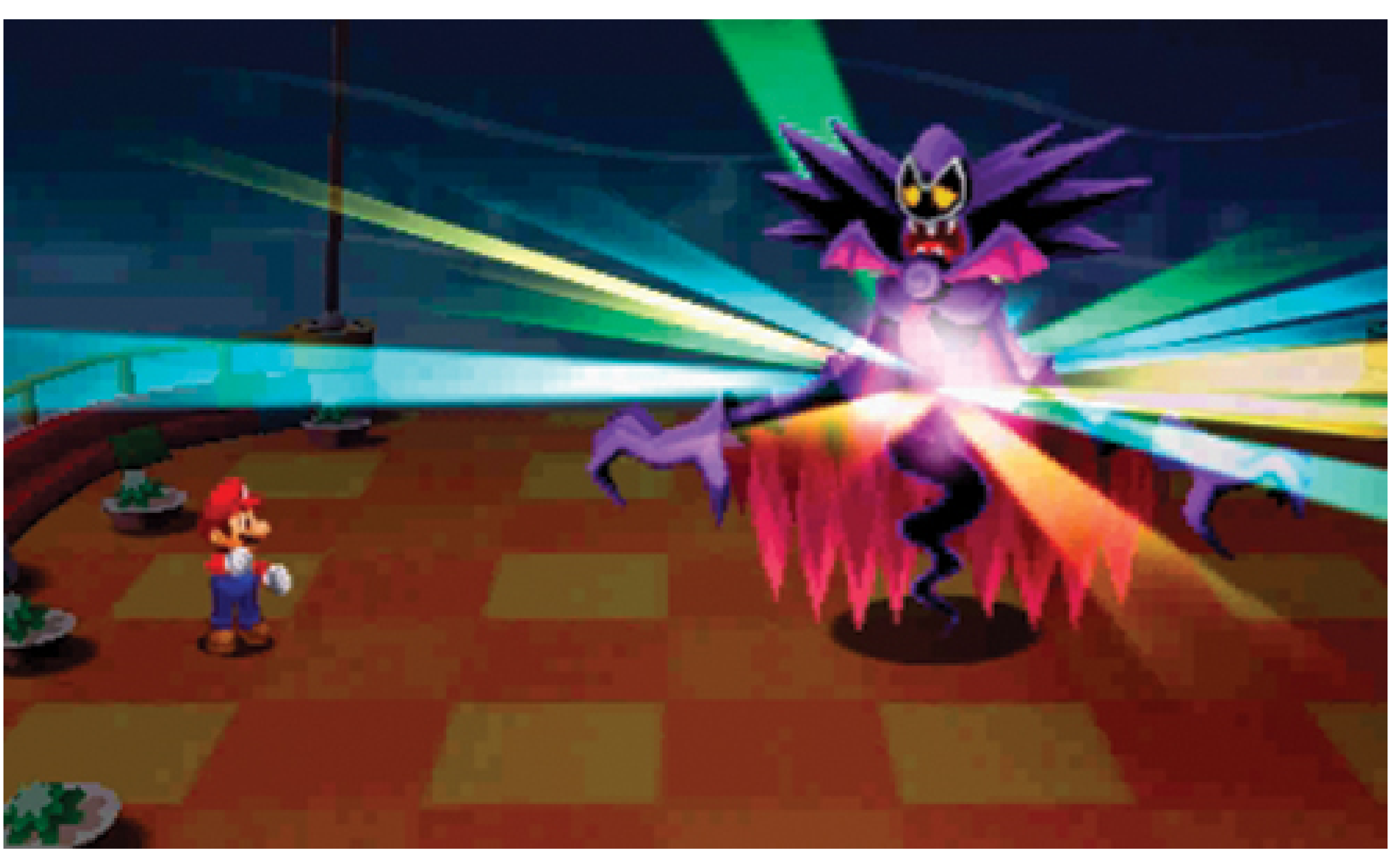
En route to Pi’illo Island, the travelers receive a transmission from Dr. Snoozemore, the proprietor of the resort. When he’s not dozing off, Dr. Snoozemore is researching the science of sleep. Apparently there’s a special power on Pi’illo Island that encourages sleep.



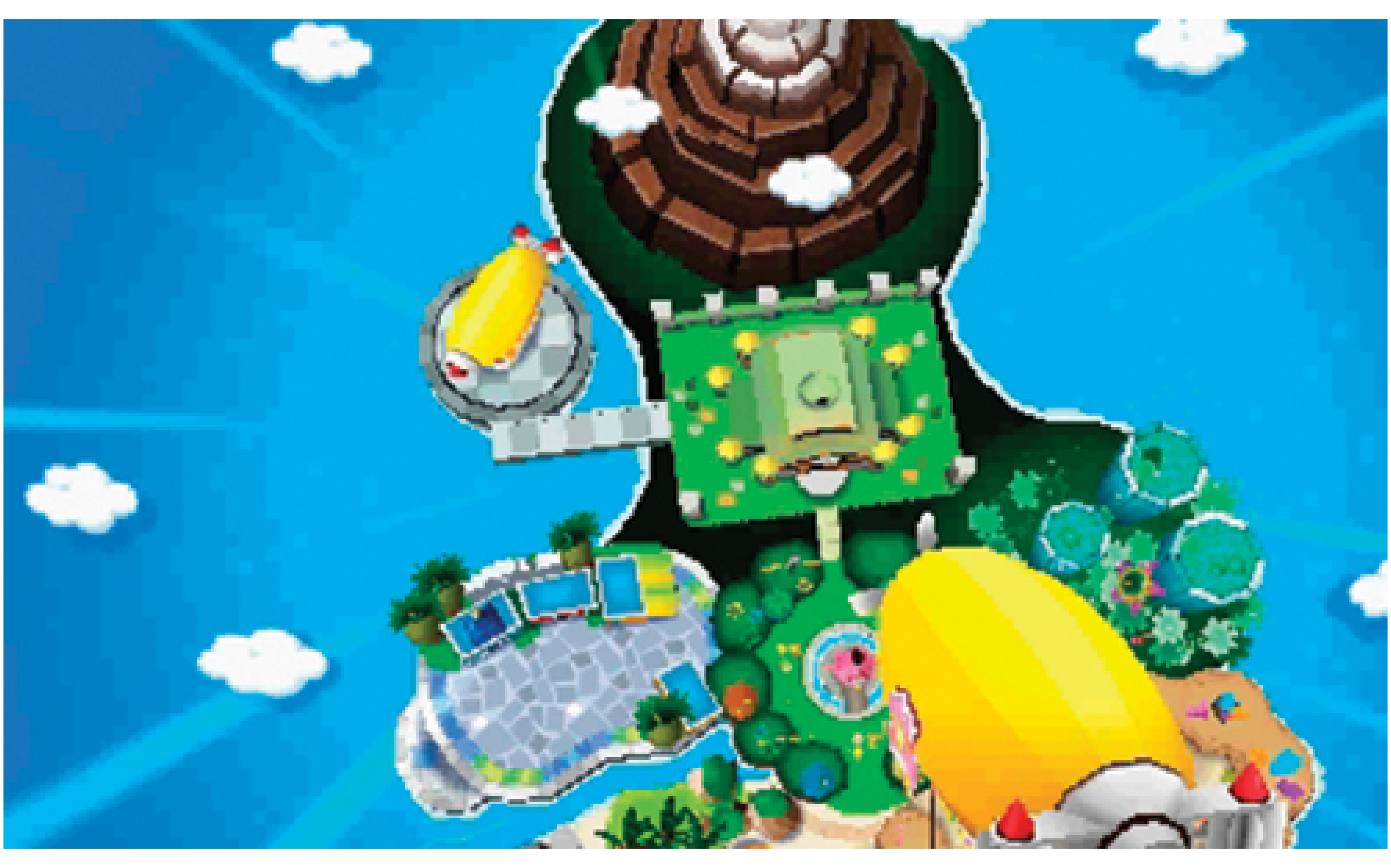


But the peaceful journey is interrupted by the appearance of a mysterious purple figure. Sensing danger, Mario leaps into action to defend Peach and the other passengers. During this sequence, Toadsworth advises Mario on the basics of battling enemies, including a tutorial of the Jump attack. Follow Toadworth’s step-by-step instruction to perform the Jump attack.



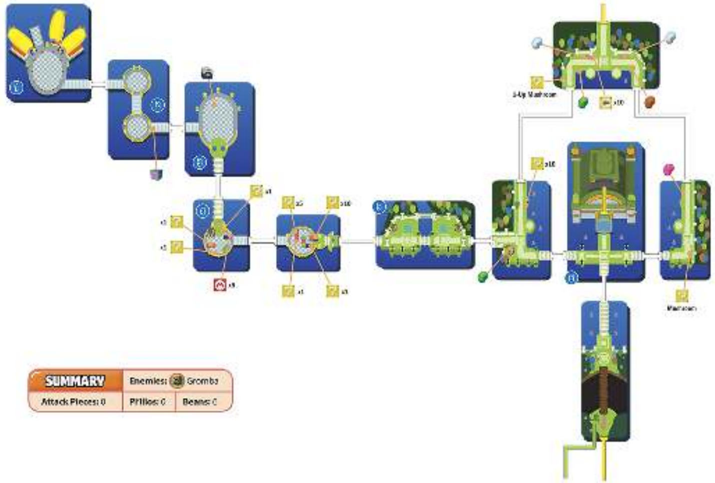


Immediately after successfully performing a Jump attack, you must evade a throng of incoming bat-like creatures. Time your jumps carefully to avoid getting hit. The bat-like creatures flying above pose no threat. However, be ready to leap over the bats heading directly for you. After evading these attacks, perform another Jump attack on the mysterious purple figure. Scoring a single direct hit on the enemy causes him to explode, emitting rainbow-colored rays and stars.



There’s little time to celebrate Mario’s victory. The exploding enemy has damaged the Zeeppelin, resulting in a rapid descent. Fortunately, Pi’illo Island isn’t far away. But just as the Zeeppelin is about to crash, Luigi is startled and awakes from a dream in a panic, stumbling off the Zeeppelin and crashing onto the Blimport landing pad. The whole encounter with the mysterious enemy was a dream all along. Princess Peach, Mario, and the others have safely arrived at Pi’illo Island!

Pi’illo Blimport

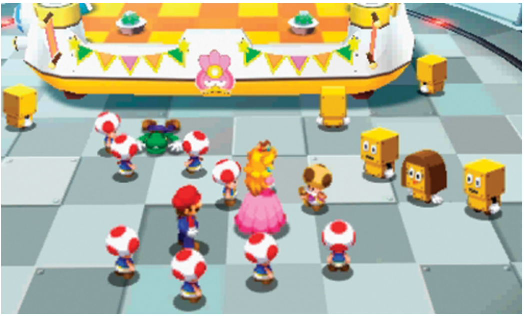


SUMMARY	Enemies: Gromba	
Attack Pieces: 0	Pi'illos: 0	Beans: 0

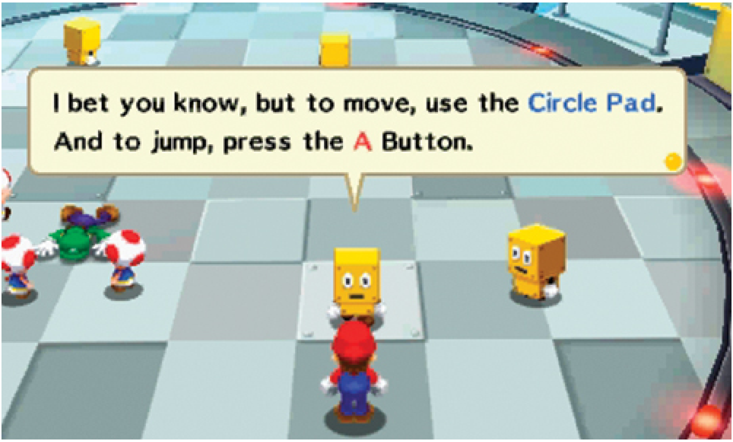
MAP LEGEND

⑩ Real World Location	L Block	Save Block	Defense Bean	Stache Bean
? Block	Bros. Block	Camera Block	Heart Bean	Portal
M Block	! Event Block	Pi’illo	Power Bean	Warp Pipe
Shop	? Random Block	Bros. Bean	Speed Bean	A Attack Piece

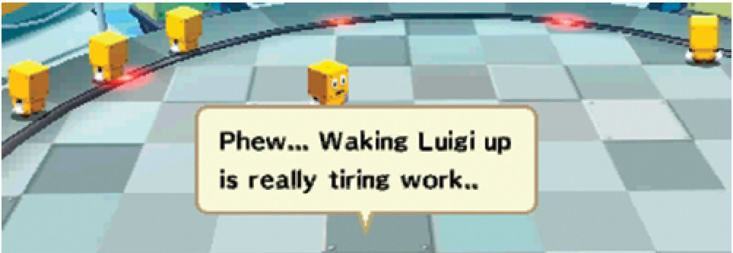
① Landing Pad



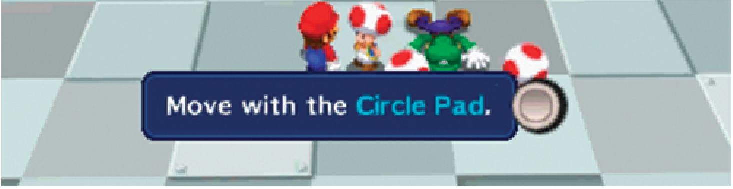
Soon after Luigi's awkward awakening, a group of Brocks show up at the Blimport to welcome Princess Peach and the other guests to Pi'illo Island. Toadsworth is somewhat incensed that Dr. Snoozemore himself is not present to greet Princess Peach. But the Brocks report that Dr. Snoozemore is away on business, spreading the word about Pi'illo Island in an effort to draw more tourists. However, he'll be back soon enough to greet Peach in person.



I bet you know, but to move, use the Circle Pad. And to jump, press the A Button.

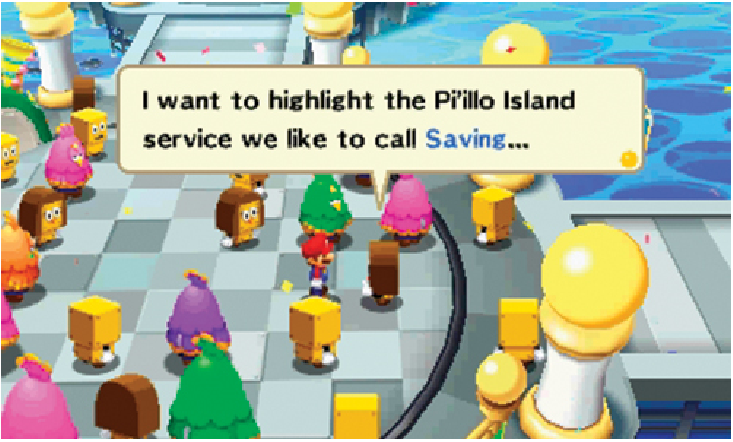


Phew... Waking Luigi up is really tiring work..

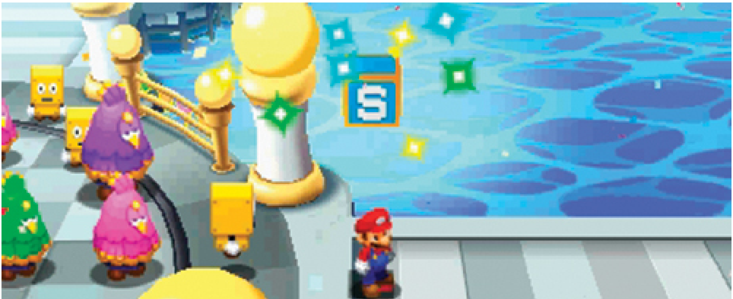


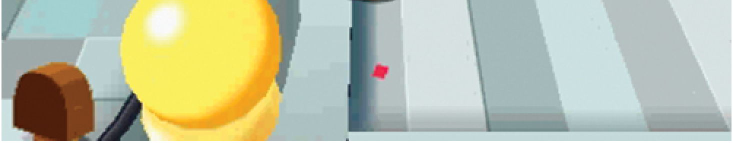
As Peach and the rest of her entourage follow the Brock tour guides, one Brock stays behind to offer Mario some advice on basic movement. Take a moment to review the controls while moving around the landing pad. Practice jumping and talking to the other Brocks standing around the Blimport landing pad. Every character you encounter has something to say. Make an effort to speak to everyone you encounter during your adventure. Some characters offer some helpful clues, not to mention some mini-quests that may yield worthwhile rewards. Luigi is still face down on the landing pad, surrounded by a trio of Toads. The Toads offer to stay behind and wake up Luigi as you catch up with Peach and the tour guides. When you're finished speaking with everyone, exit this area on the right side of the landing pad.

② Save Block



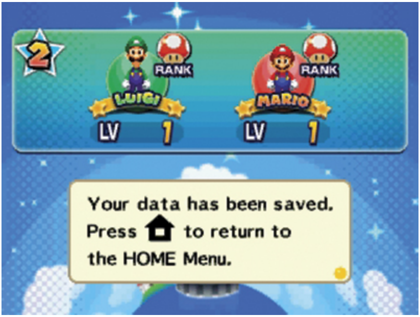
I want to highlight the Pi'illo Island service we like to call Saving...





In the next area the path is lined with a celebratory group of Brocks and Zeekeepers. Feel free to speak with each character along the way. As you near the end of the path, a Brock stops Mario to inform him about saving. There are a couple of ways to save your game. At any point during the adventure you can select the large “S” icon on the Touch Screen to initiate a save. Alternatively, look for Save Blocks scattered throughout the world—stand beneath these blocks and jump up to initiate a save. Whether using the icon on the Touch Screen or a Save Block, make an effort to save your game frequently.

Caution

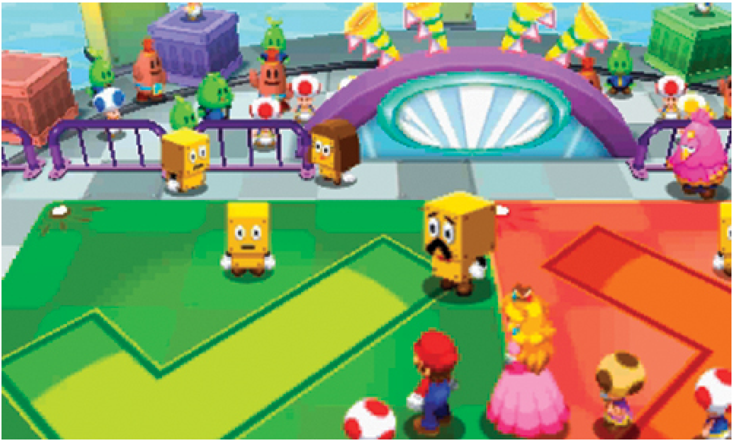


Your data has been saved.
Press ⌂ to return to
the HOME Menu.

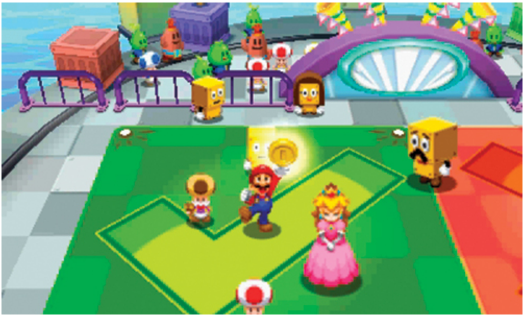
When starting a new game you can choose from two save slots. If you choose a slot with an existing game, saving now will overwrite the existing data. For best results, start a game in a slot with no data. At the very least, make sure you’re overwriting data you intend to erase when selecting a save slot.

③ Pi’illo Island Welcome Quiz

PI'LLO ISLAND
WELCOME QUIZ

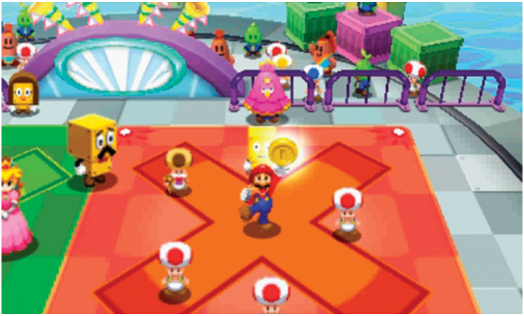


Just ahead a crowd has gathered for the 612th Pi'illo Island Welcome Quiz. Here Mario is tasked with answering two questions pertaining to Pi'illo Island. The test is conducted by Broque Monsieur. You may remember Broque Monsieur from Mario & Luigi: Bowser's Inside Story. Here Broque Monsieur serves as the tourism ambassador for Pi'illo Island. For the quiz Broque Monsieur will ask two true/false questions. You can answer by speaking to one of two Brocks; one standing on the green checkmark panel (for true) or the one standing on the red X panel (for false). Hopefully you've been paying close attention.



- Question 1: This island is named Pi’illo Island.

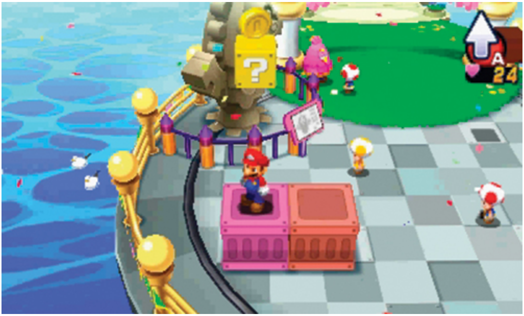
This island is indeed named Pi’illo Island so move to the green panel on the left and speak to the Brock to answer “true.” Broque Monsieur awards Mario with five coins for answering the question correctly.



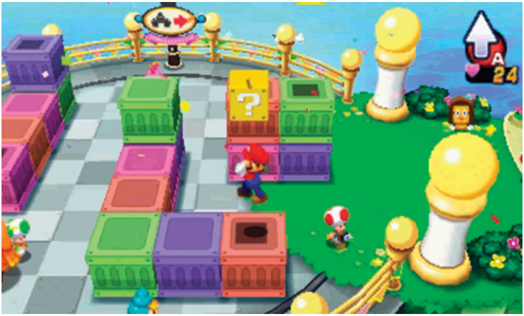
- Question 2: Dr. Sneezemore is the island’s leader.

The leader of the island is Dr. Snoozemore, not Dr. Sneezemore, so move to the red panel on the right and speak with the Brock to answer “false.” Broque Monsieur awards Mario with another five coins for answering this final question correctly. Following the quiz the gates to the south open, providing access to Pi’illo Castle.

④ The Road to Pi’illo Castle

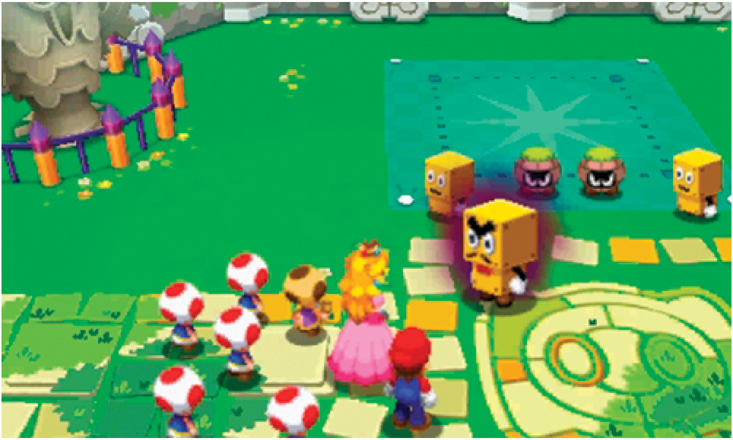


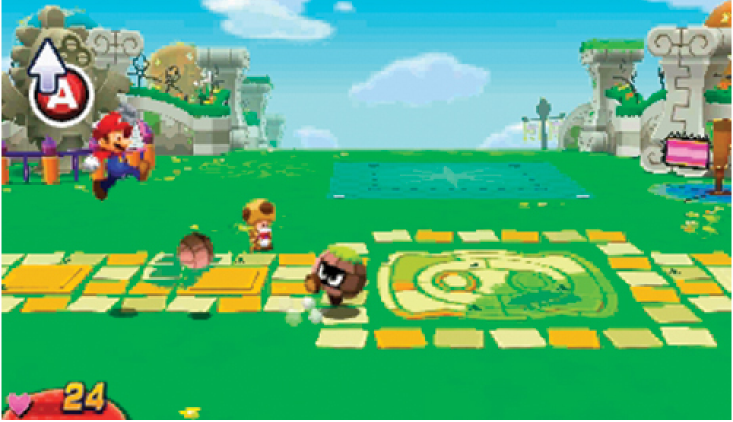
After completing the quiz, you encounter another Save Block. Go ahead and save your game and then explore the surrounding area. Here you find a Zeekeeper Guardian statue as well as two ? Blocks. You know what to do. Move Mario beneath the ? Blocks and jump up to gather a few coins. When you’re finished exploring here, resume your advance to Pi’illo Castle by heading east. Broque Monsieur greets you on the bridge and urges you to proceed with haste.



There are four more ? Blocks in this area. If you're having trouble spotting them, look for their shadows, directly beneath each block. Here you must jump on a series of colored blocks to reach each ? Block. The ? Blocks all contain more coins. In addition to the ? Blocks there are also several characters to talk to along this path.

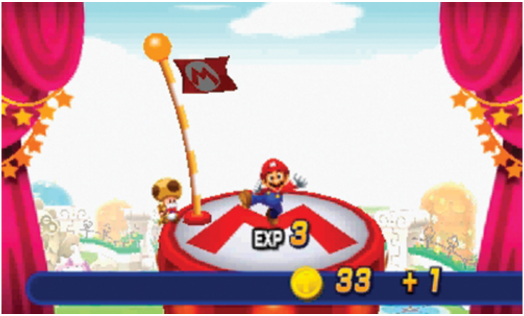
⑤ Battle Primer



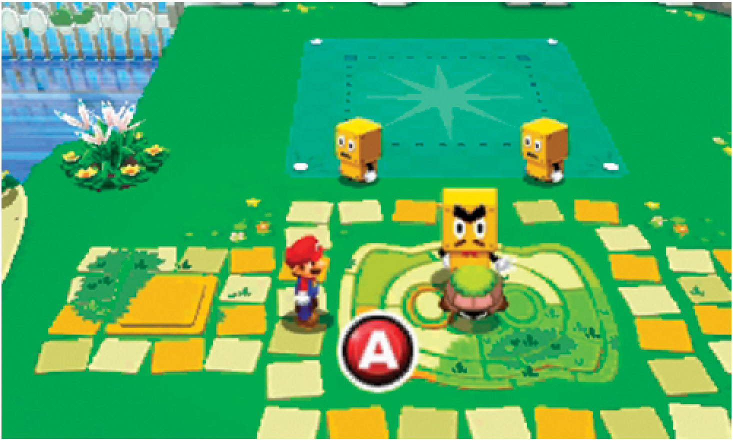


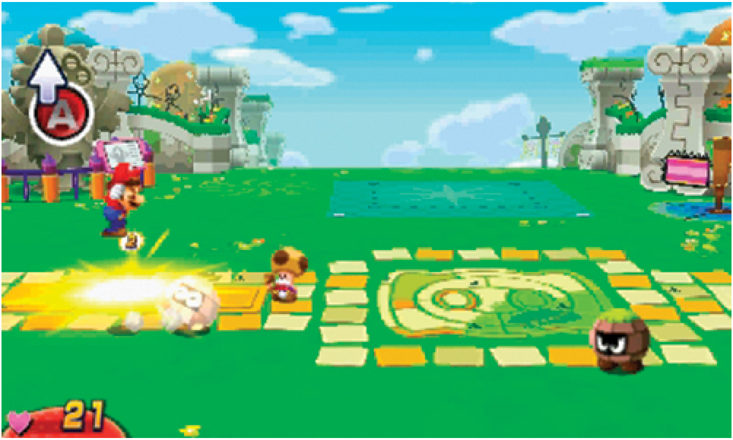
Mario catches up to Princess Peach and her entourage here. But as Mario joins the group, a gate closes behind the group. Broque Monsieur is here too, but he doesn't seem his cheerful self. In fact, he threatens to feed the guests to a hungry Gromba! Once again, Mario steps forward to protect the group as Toadsworth offers more information. Use Jump attacks to strike the Gromba during your turn. But when it's the Gromba's turn to attack, be ready to jump the rocks it kicks at you. Keep performing Jump attacks until the Gromba is defeated.

Note

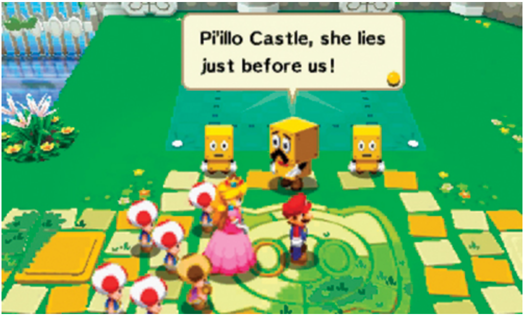


Defeating the Gromba earns Mario 3 EXP and one coin. Make an effort to fight enemies whenever possible to earn more EXP and coins. The more enemies you fight, the quicker you'll rank up and boost your stats.





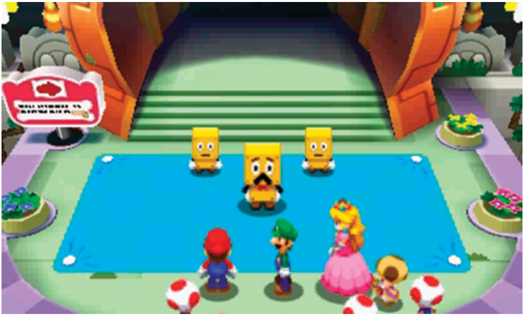
But Broque Monsieur doesn't seem impressed by your skills, releasing another Gromba from a cage. But this Gromba seems more interested in sleeping than fighting. As Toadsworth advises, jump on the Gromba while it's still slumbering to inflict some pre-battle damage. As the battle commences, there are actually two Grombas to defeat. During this battle Toadsworth shows you how to perform counterattacks. When the Grombas roll toward you, time your jump carefully so you land on top of them, inflicting damage. Counterattacks are a great way to keep piling on damage during a battle. But every enemy attack is a little different, requiring different counterattack methods. Continue dishing out damage to the two Grombas, both during your turn and during their turn by performing counterattacks.



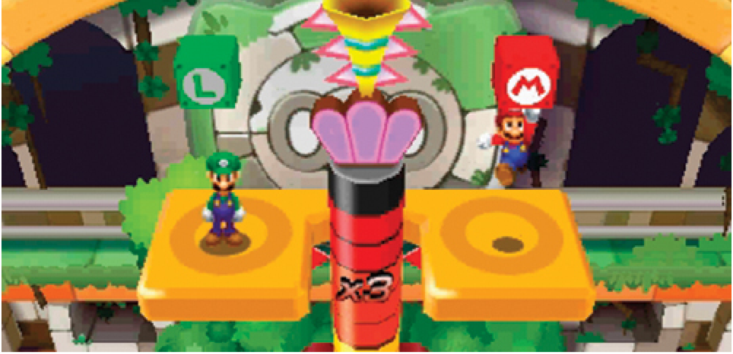
Pi'illo Castle, she lies just before us!

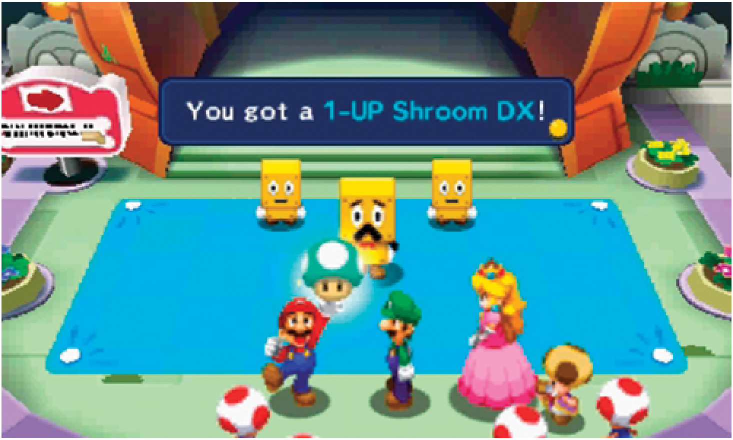
After defeating the two Grombas, Broque Monsieur returns to his cheerful self, explaining that the Gromba attacks were mere acts, one of many events planned for guests. Princess Peach is relieved to hear that they were never in any danger. Without much more of an explanation, Broque Monsieur urges his guests to continue toward Pi’illo Castle to the east. Luigi is still fast asleep back at the Blimport. But don’t worry about fetching him—he’ll catch up.

⑤ Coin-Up Challenge

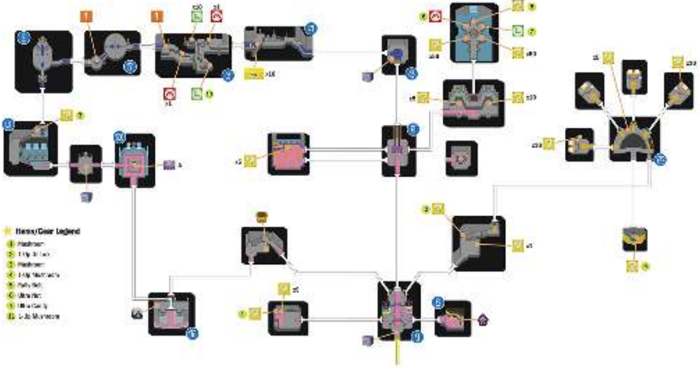


Follow Princess Peach and her entourage to Pi’illo Castle, passing along the crowd-lined path. At the castle Broque Monsieur appears once again to greet his guests. Luigi finally catches up with his friends just in time for a new challenge. Before entering the castle Broque Monsieur proposes an opportunity to earn more coins.




You got a 1-UP Shroom DX!

To compete in the Coin-Up Challenge, Mario and Luigi must alternate their jumps to hit the red M and green L Blocks above their respective platforms. With each hit, the platforms rise. The higher the platforms go, the higher the coin multiplier. As the challenge starts press Ⓐ to make Mario jump, then immediately press Ⓑ to make Luigi jump. Continue alternating jumps to make the platforms rise. If you accidentally press the same jump button twice, the platforms will fall. So strive to maintain a steady Ⓐ and Ⓑ rhythm to raise the platforms to the top of the pole-like meter in front of the castle. Get to the very top within 25 seconds to achieve a 3X coin multiplier, tripling the coins in your inventory! If you reach the very top you earn a 1-Up Mushroom DX as a bonus prize! And just for participating you win one Mushroom. Following the Coin-Up Challenge, Mario, Luigi, and the rest of the Mushroom Kingdom guests enter Pi'illo Castle.



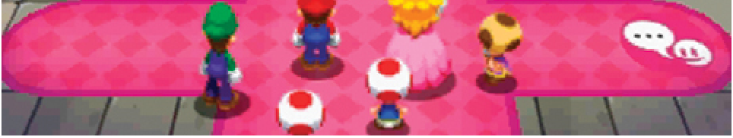
SUMMARY	Enemies: Goomba, Smokelergeist	
Attack Pieces: 0	Pi'illos: 0	Beans: 0

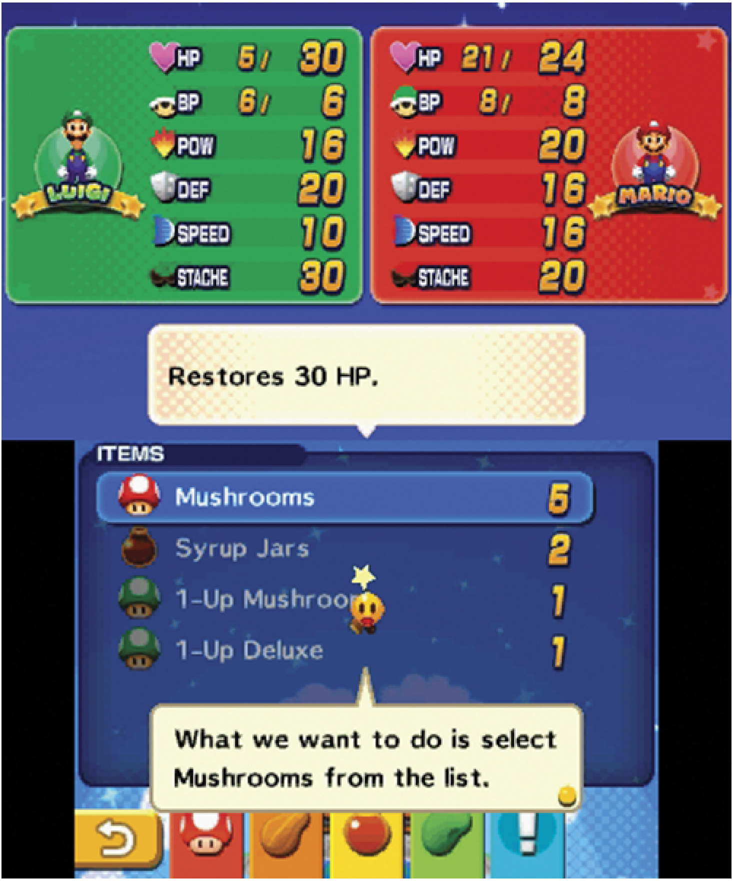
MAP LEGEND

- ⑩ Real World Location
- ? Block
- M Block
- Shop
- L Block
- Bros. Block
- ! Event Block
- ? Random Block
- Save Block
- Camera Block
- Pi'illo
- Bros. Bean
- Defense Bean
- Heart Bean
- Power Bean
- Speed Bean
- Stache Bean
- Portal
- Warp Pipe
- A Attack Piece

① Castle Lobby

Oh! Look! It's Starlow!





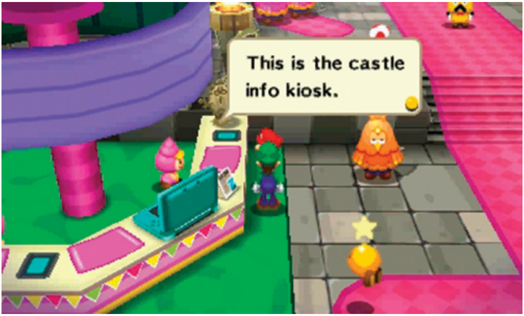
	LUIGI	MARIO
HP	5 / 30	21 / 24
BP	6 / 6	8 / 8
POW	16	20
DEF	20	16
SPEED	10	16
STACHE	30	20

Restores 30 HP.

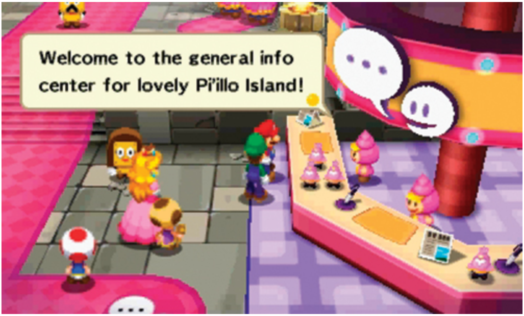
ITEMS	
Mushrooms	5
Syrup Jars	2
1-Up Mushroom	1
1-Up Deluxe	1

What we want to do is select Mushrooms from the list.

As Princess Peach and her entourage enter Pi'illo Castle they're pleasantly surprised to find Starlow. Starlow has been asked to visit the island as well, representing the Star Sprites. After greeting everyone, Starlow offers to help Luigi use a Mushroom to restore his HP. Follow Starlow's step-by-step instructions to select a Mushroom from the Items menu and apply it to Luigi. Mushrooms are critical health items necessary to restore both Mario and Luigi's HP after taking damage during battles.

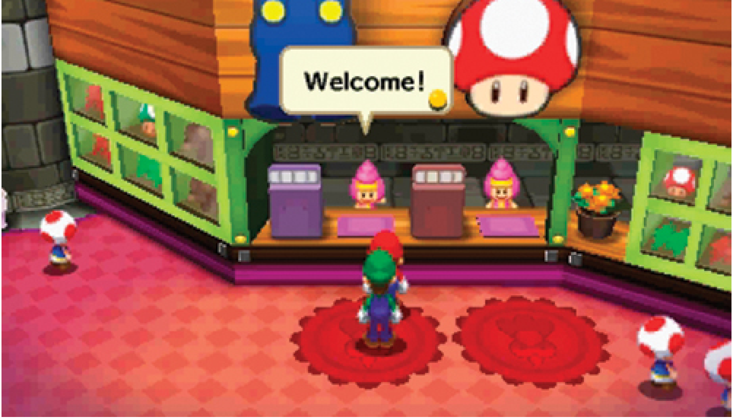


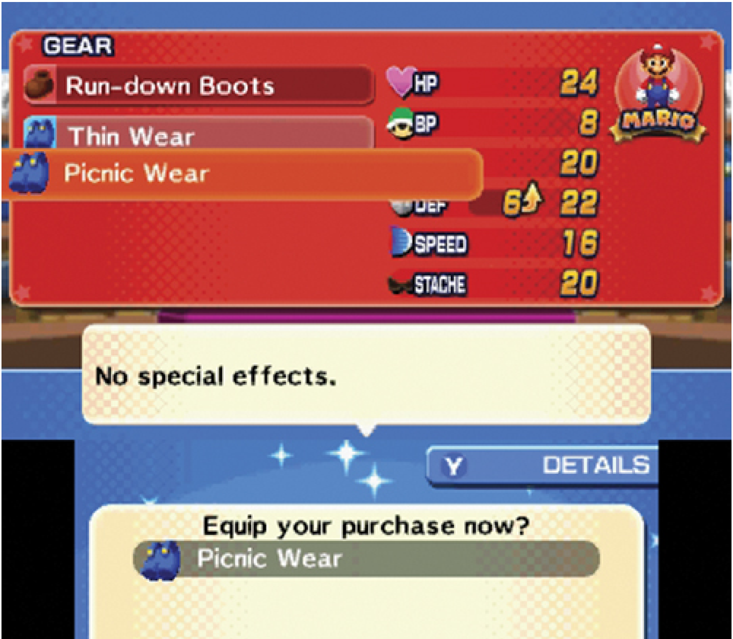
Following Starlow's quick tutorial on using items, Broque Monsieur encourages his guests to explore the castle, including the gift shop to the east. But before rushing to the shop, take a moment to talk to various characters in the lobby. The castle's information kiosk is on the west side of the lobby. Here you can learn more about the various floors of the castle.


Welcome to the general info center for lovely Pi'illo Island!

Next, visit the desk on the east side of the lobby. The staff here provide general information on Pi'illo Island, offering a brief description of each area including Pi'illo Blimport, Mushrise Park, Dozing Sands, Wakeport, Mount Pajamaja, Driftwood Shore, and Somnom Woods. You'll be visiting all of these areas eventually, so it's good to learn a little more before your visit.

② Gift Shop

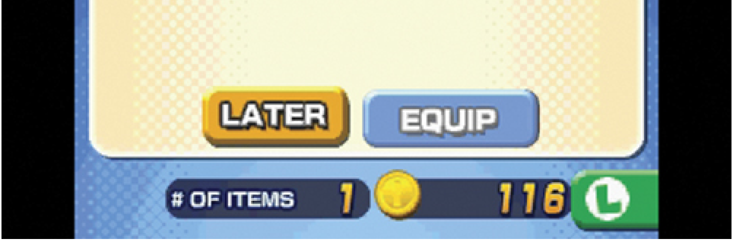




No special effects.

Equip your purchase now?

Picnic Wear



Once you've explored the lobby, pass through the doorway on the east side to access the castle's gift shop. There are three different vendors here—one deals in items, one deals in gear, and one deals in badges. Speak with the gear vendor first and consider buying (and equipping) the Picnic Wear for both Mario and Luigi. If you succeeded in the Coin-Up Challenge earlier you should have just enough money to afford these pieces. The Picnic Wear offers a bit more protection than your default Thin Wear. Once you've purchased and equipped Picnic Wear, sell your old Thin Wear back to the shop to recoup a few extra coins. Make a habit of selling items you're not using—there's no need to lug around a bunch of gear you'll never use.

Pi'illo Castle Shop Inventory

Items

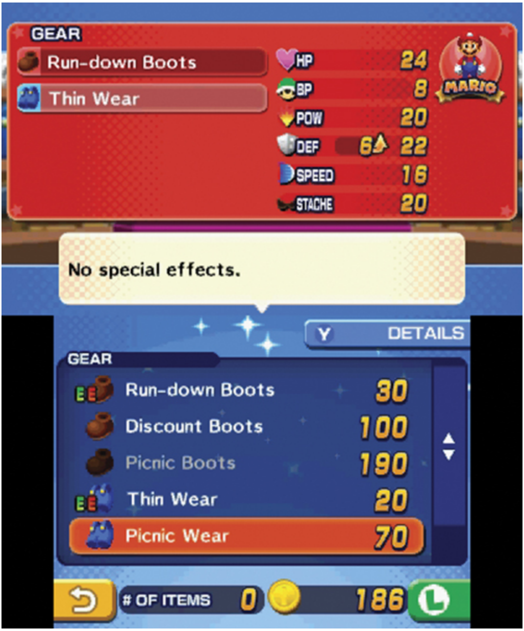
Merchandise	Coins
Mushroom	10
Nut	25
Syrup Jar	20
1-Up Mushroom	50

Gear

Merchandise	Coins
Run-down Boots	30
Discount Boots	100
Picnic Boots	190
Thin Wear	20
Picnic Wear	70
So-so Wear	140
Picnic Hammer*	190
Run-down Hammer*	30
Discount Hammer*	100

* = appears after reaching Dozing Sands

Tip



GEAR

Run-down Boots

Thin Wear

HP 24

BP 8

POW 20

DEF 6 22

SPEED 16

STACHE 20

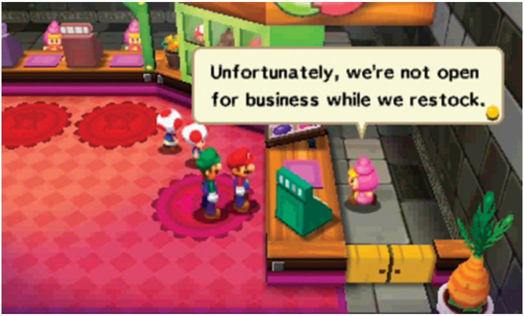
No special effects.

GEAR	
Run-down Boots	30
Discount Boots	100
Picnic Boots	190
Thin Wear	20
Picnic Wear	70

When browsing through gear at a shop, pay attention to the top screen. Each time you highlight a piece of gear in the shop's inventory, a number and arrow icon appears next to your character's specific stats. The arrow, pointing up or down, indicates whether the highlighted gear offers an improvement on your currently equipped gear. If the arrow is pointing up, it indicates a boost in stats—consider buying gear that offers such improvements. But if the arrow is pointing down, it indicates a loss in stats if the highlighted gear is purchased and equipped. These up and down arrows make it easy to assess the various gear available at each shop, helping determine whether you should buy or skip the shop's merchandise.

Hey there! How are ya?
This is the Item Shoppe.

Next to the gear vendor is the items vendor. Here you can select from variety of consumable items including Mushrooms, Nuts, Syrup Jars, and 1-Up Mushrooms. It's probably best to save your coins for now as you're likely to find some of these items during your adventure. But once you start accumulating more coins and face tougher challenges, it's important to stock up on items at shops like this. The shop is replenished with new, more powerful items as you progress through the adventure. So stop back frequently when you're in the neighborhood to resupply.

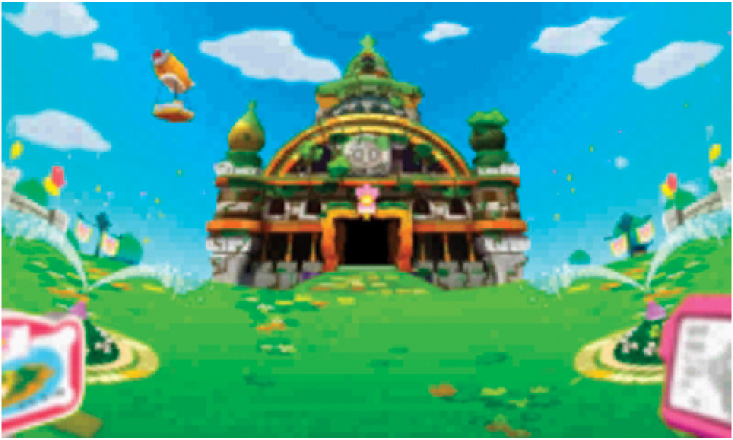

Unfortunately, we're not open for business while we restock.

The third vendor, on the east side of the room, sells badges. Unfortunately the vendor currently has no stock. However, you can return to this vendor later on to attain a variety of badges, ideal during combat. You'll learn more about badges later, but remember the location of this vendor for future reference. The Virus and Risk Badges can be purchased here shortly after visiting Dozing Sands. Later on, the Master and Silver Badges can be purchased here after returning from Driftwood Shore. Finally, come back again after visiting Somnom Woods to purchase the Expert, Gold, and Miracle Badges here.

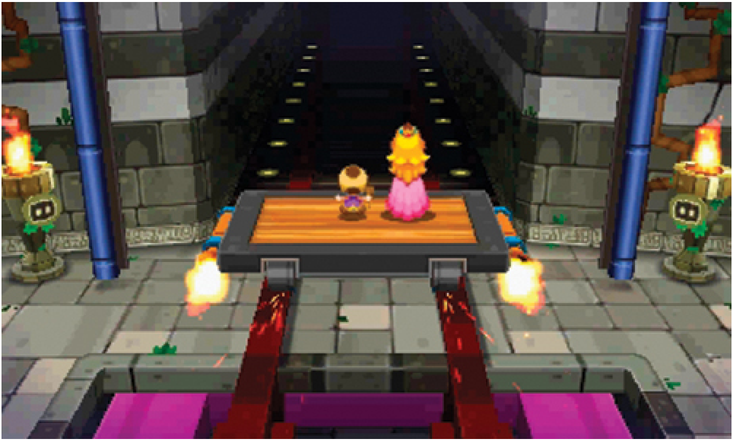
③ Rocket Platform

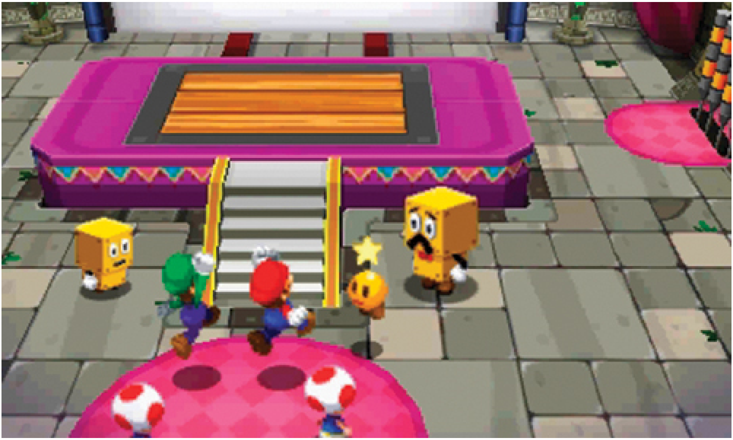
I am the administrator of this island, Dr. Snoozemore...

After visiting the vendors in the shop, return to the lobby and meet up with Broque Monsieur. He ushers the guests into the next room to the north. Here the lights are dimmed and the guests are treated to a short filmed greeting by none other than Dr. Snoozemore, the island's administrator. Dr. Snoozemore's film provides a brief history of the island.

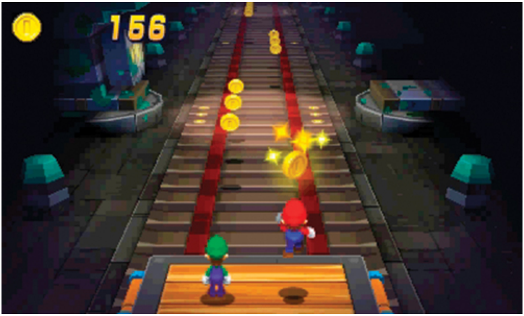


A long time ago the Pi'illo Folk lived in this place and called it the Pi'illo Kingdom. But then over a short span the Pi'illo Kingdom suddenly fell and was no more. It's still unclear what happened to the Pi'illo Kingdom. It is one of the mysteries that Dr. Snoozemore and his staff are trying to solve. Another one of these mysteries sleeps deep within Pi'illo Castle. Some say a treasure hides there dating back to the time of the Pi'illo Kingdom. The deeper passages have only been recently discovered.





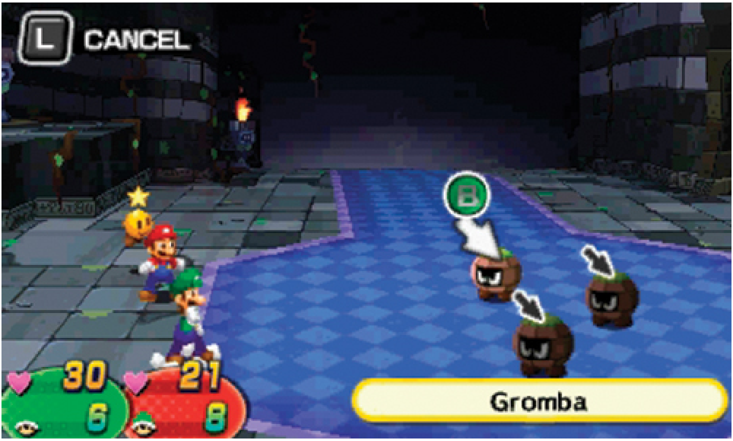
Following the film, Princess Peach is intrigued, clearly wanting to know more about the Pi'illo Kingdom and the treasure within Pi'illo Castle. But soon after she and Toadsworth step onto a platform in the middle of the room, rockets extend along the sides of the platform and ignite, carrying Peach and Toadsworth down a lengthy tunnel to the north. Broque Monsieur informs Starlow and the rest of Peach's entourage that the platform leads to an ancient hidden area. As the platform returns, sans Peach and Toadsworth, Starlow urges Mario and Luigi to go find the Princess. When you're ready to leave, speak to the Brock on the left side of the platform to access the ancient hidden area of the castle.



While riding the rocket platform you encounter several coins suspended above the tunnel. When passing beneath coins on the right side of the tunnel, make Mario jump to retrieve the coins. Likewise, when coins appear on the left side of the tunnel, make Luigi jump. The tunnel is rather long, allowing you to boost your coin count during the journey. As you near the end of the ride, you will need to alternate your jumps to collect coins on both sides of the tunnel.

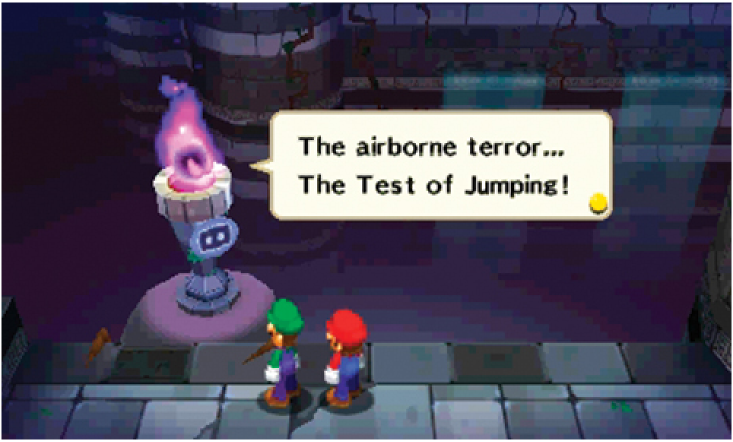
④ Meet Smoldergeist

My name, whispered in horror, is Smoldergeist...

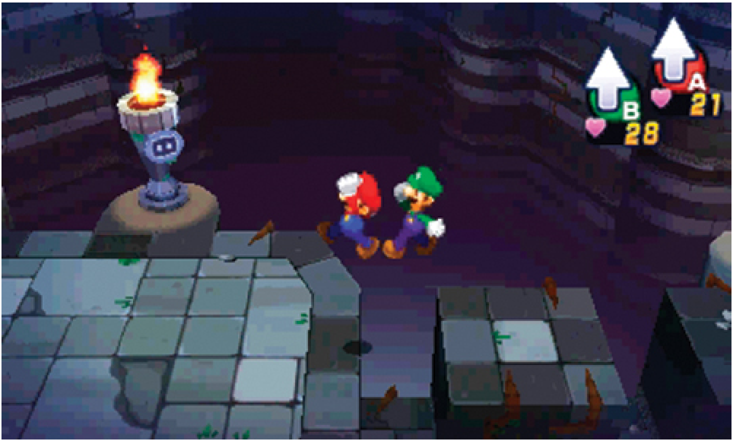


At the end of the tunnel, Mario and Luigi are ejected from the rocket platform, landing in this room. Seconds after their arrival, a purple flame-like ghost speaks. The ghost, Smoldergeist, has guarded this ancient hidden area for a long time. Smoldergeist views Mario and Luigi as yet another pair of intruders and promptly dispatches some Grombas to deal with them. As the battle commences, Starlow interrupts to offer some advice pertaining to Luigi's attacks. Starlow also offers some useful hints about the attack patterns of the Grombas, making it easier to determine how to perform counterattacks. Counter the Grombas by jumping on top of them as they roll toward either Mario or Luigi. Keep attacking and counterattacking the Grombas until all three are defeated. After the battle, consider interacting with the Save Block to save your game before advancing into the next chamber to the west.

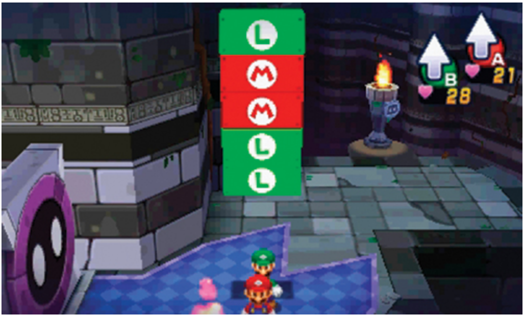
⑤ The Test of Jumping



The airborne terror...
The Test of Jumping!

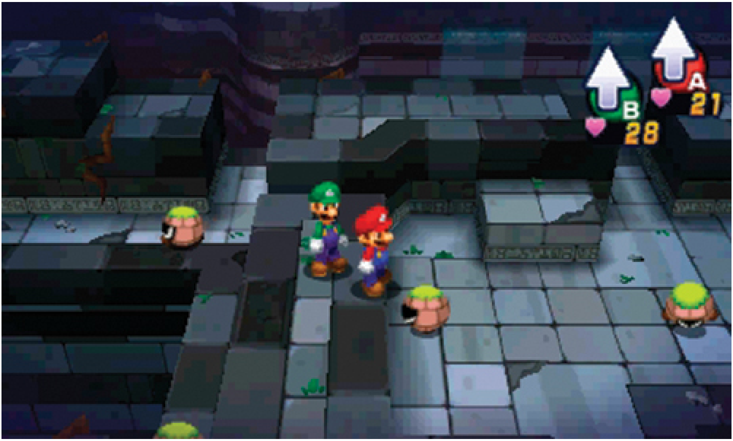


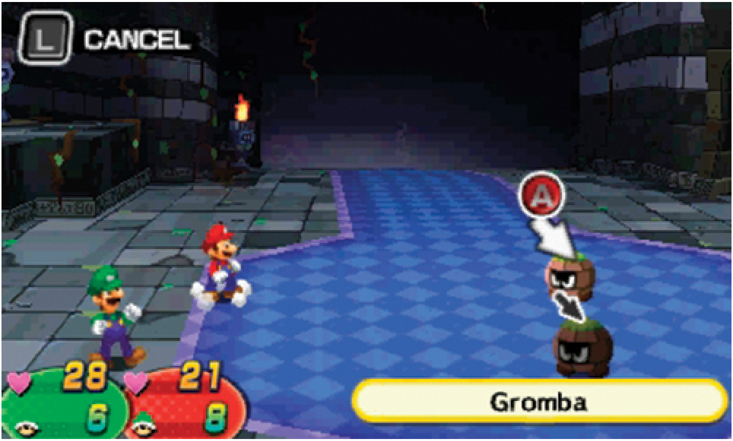
Smoldergeist has yet another challenge for you in this room. Despite Smoldergeist's predictions of doom, the specter is more than willing to offer some advice on jumping. After Smoldergeist's quick jumping tutorial, put the new skills to the test by moving and jumping onto a set of stair-like blocks to the west. Alternate using Ⓐ and Ⓑ to make Mario and Luigi jump. Alternatively, press Ⓐ and Ⓑ simultaneously to make Mario and Luigi jump at the same time—this is the quickest way to negotiate this basic obstacle course, including the final "yawning chasm" section. If you happen to fall during the chasm section, simply walk back to the beginning and start over.



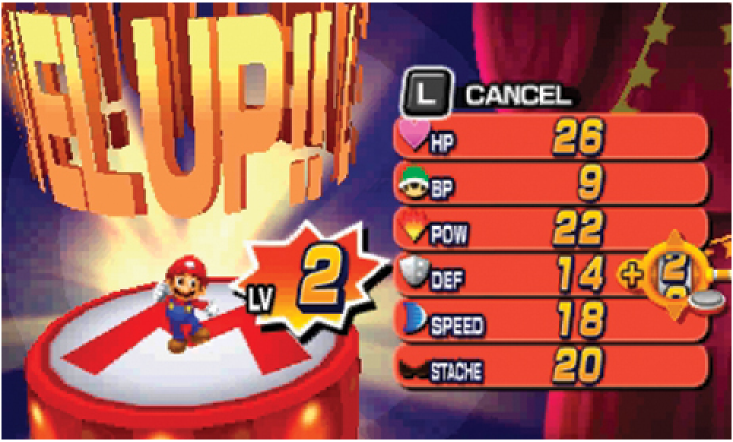
After crossing the chasm section, stand beneath the large yellow Random Block and jump up (with either Mario or Luigi) to hit it. A series of green and red Stack Blocks appear above—memorize the order of the blocks before they turn back to yellow blocks. Start by having Luigi hit the first two blocks, then Mario must jump to hit the third and fourth block. Finally, jump again with Luigi to hit the fifth block. If you hit the blocks in the correct order, the doorway to the west opens. Smoldergeist is frustrated by your ease of progress during this challenge, but is confident you'll fail his next one.

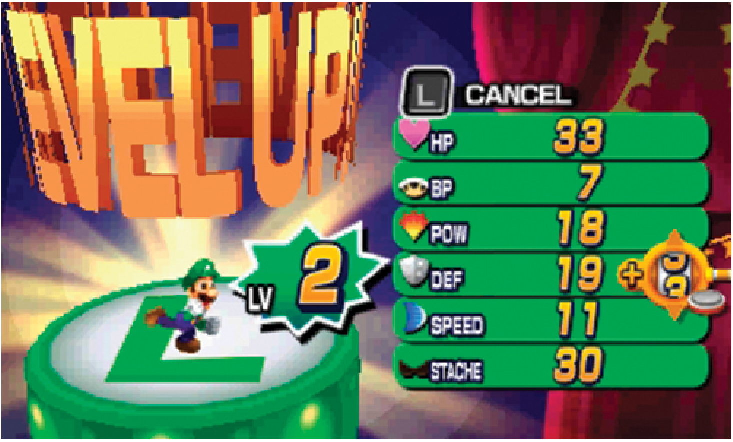
⑥ Gromba Grind





This room is filled with several Grombas and elevated platforms. The Grombas are on the lower level. While it's possible to avoid enemy contact, you need the EXP to level up. So seek out all the Grombas and initiate a battle by jumping on top of these creatures—the preemptive attack inflicts damage at the start of the battle. Continue using Jump attacks to defeat the swarms of Grombas in this room.

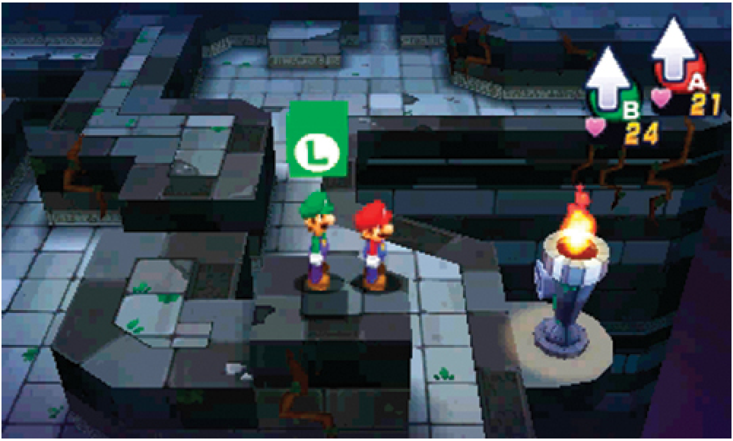


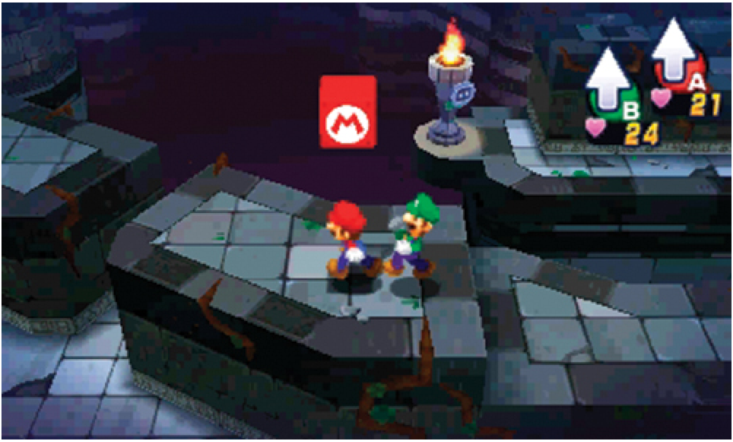


After only a few victories Mario will level up—Luigi will level up a little later. When you level up, your stats increase and you get stronger. This makes it easier to defeat future enemies. In addition to gaining stats with each level, when leveling up you can increase one stat of your choice. Move the bonus slot up and down the column of stats to choose which stat you want to increase. Press Ⓐ to begin rotating the bonus slot on the desired stat. This causes a series of numbers to begin spinning, similar to a slot machine—press Ⓐ again to make the numbers stop. Whichever number the slot stops on is the bonus stat you get. But before settling on a stat to boost, take into consideration how you want to tailor your character—the stats you choose to boost can have a significant impact on how each character performs in battle. Here's a brief description of each stat:

- HP: Raising this will make you hard to KO even if you take damage.
- BP: Raising this will allow you to perform more Bros./Luiginary Attacks.

- POW: Raising this will increase the damage you deal when attacking.
- DEF: Raising this will reduce the damage you take from enemies.
- SPEED: Raising this will allow you to move earlier than other combatants.
- STACHE: Raising this increases the chance for Lucky Hits. (Won't go up when you level up.)

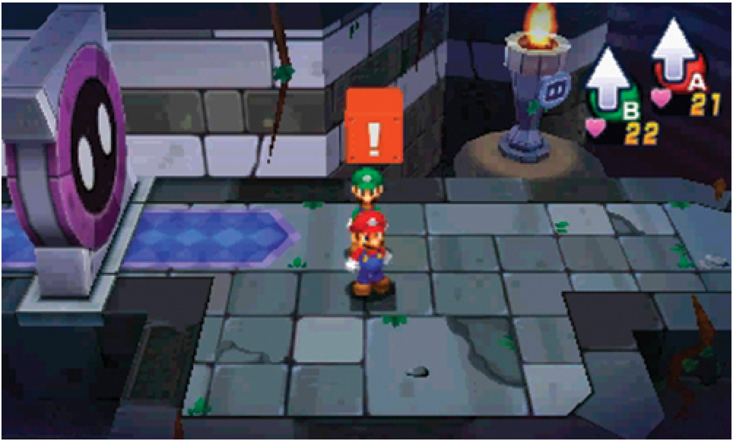


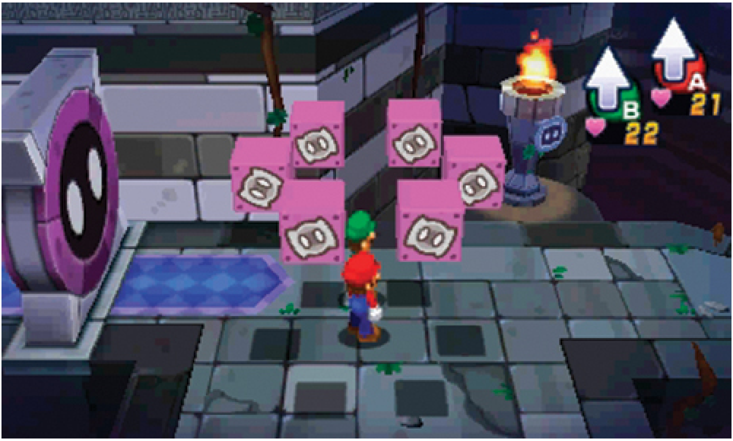


After defeating all of the Grombas, and gaining plenty of EXP in the process, take to the upper-level platforms of the room and look for the M Blocks and L Blocks. Mario must jump up and strike M Blocks while Luigi must jump up to hit L Blocks. Both M and L Blocks can either contain coins or items such as Mushrooms, which are automatically added to your items inventory.

Tip

To accurately strike a block, stand on the box's shadow before jumping. If a block contains coins, it may take repeated jumps to completely empty the block—the faster you jump, the more coins you'll get. If you're too slow, the block will become inactive even if coins are left inside.

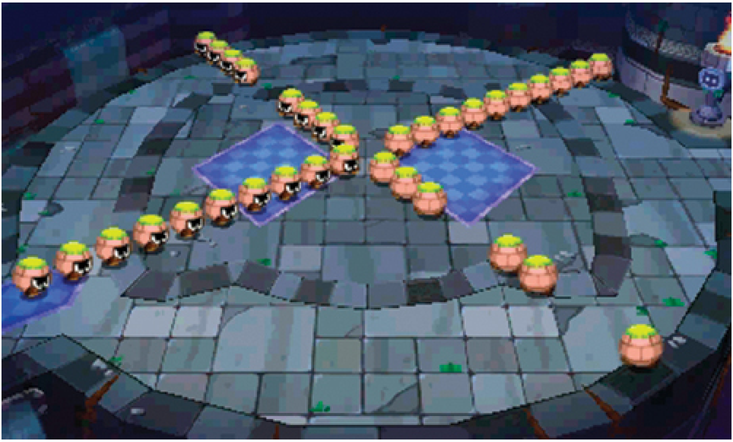


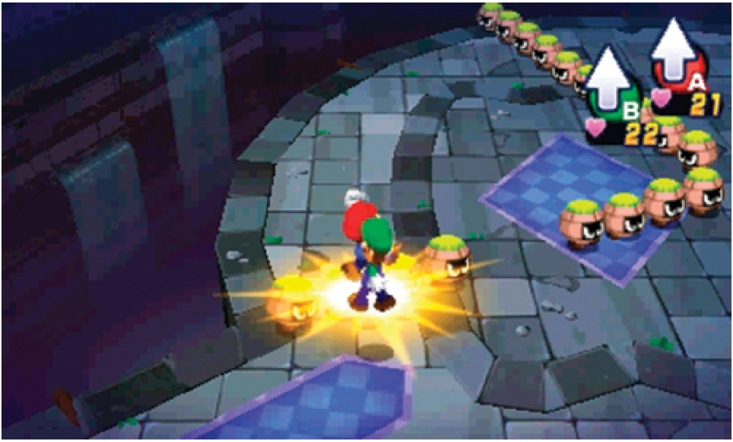


Stay on the upper-level walkway in the room while moving toward the door on the west side—you must perform a series of jumps to reach this area. Near the door is an orange Event Block. Stand beneath this block and strike it with either Mario or

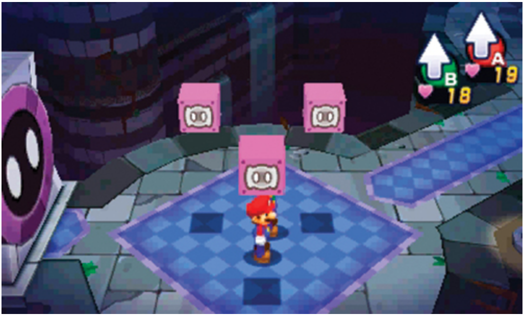
Luigi. Once struck, the Event Block spews out six purple blocks, each depicting a Pi'illo. As the blocks begin to rotate, study them carefully—one of them is rotating in a different direction than all the others. Stand beneath the block that is rotating in a clockwise fashion, then jump up to strike it. This causes the door to the west to open, clearing the path into the next chamber. Smoldergeist warns that the test is not over yet.

⑦ Gromba Gauntlet



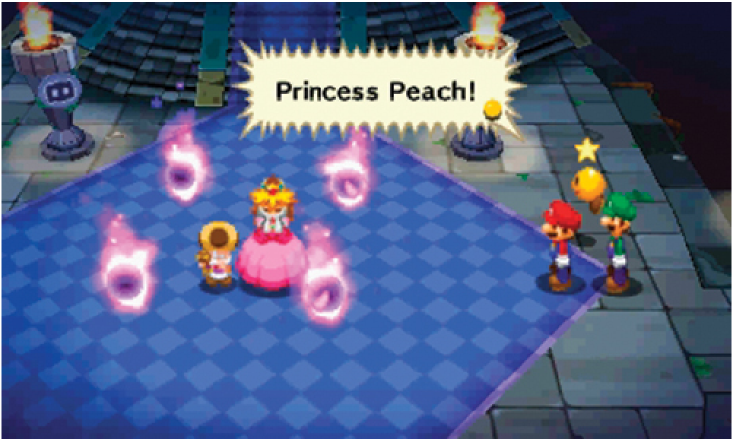


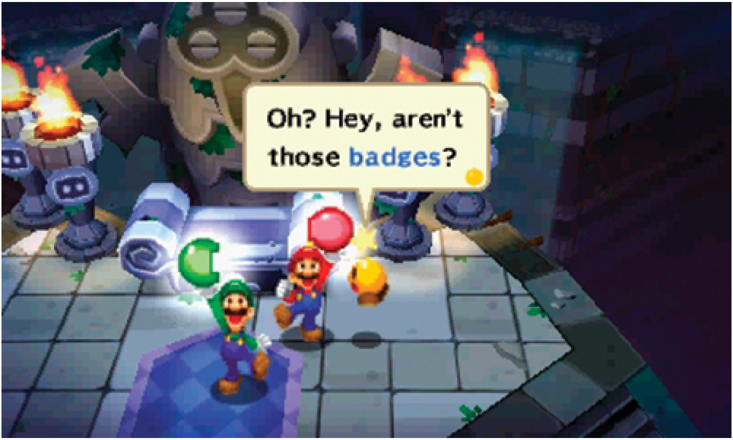
As you enter this room, a massive group of Grombas arrange themselves in propeller-like formation and begin marching, dividing the circular platform into quadrants. Occasionally the Grombas switch directions, rotating both clockwise and counterclockwise. While it's possible to avoid contact with the Grombas by jumping over the rotating lines, now's the time to boost your EXP and level up. But instead of running into the Grombas, jump on them to initiate battles. Fight one battle after another until the room is completely clear of enemies. If you take the time to wipe out all the Grombas, Mario has the chance to reach level 3, with Luigi trailing not far behind. Gaining EXP through battles is the best way to level up, so avoid bypassing enemies when possible.



After eliminating all the Grombas, approach the Event Block to the west and strike it—Smoldergeist has another puzzle for you. This time three purple blocks emerge and one of them begins flashing. Keep tabs on the flashing block and continue watching it as Smoldergeist shuffles the order of the three blocks. Once the blocks stop moving, track down the one that was flashing earlier and strike it. If you hit the correct block, the door to the west opens. Otherwise, you must repeat the challenge, starting by striking the Event Block. When you've passed this challenge, proceed through the open doorway to the west. As Mario and Luigi near the doorway, Princess Peach can be heard screaming for help in the next room.

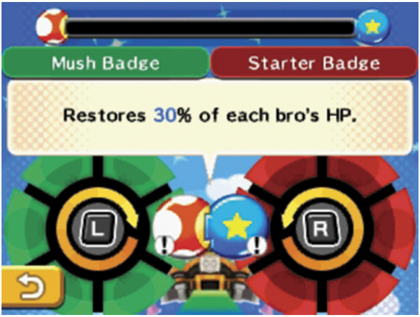
⑧ Smoldergeist Showdown





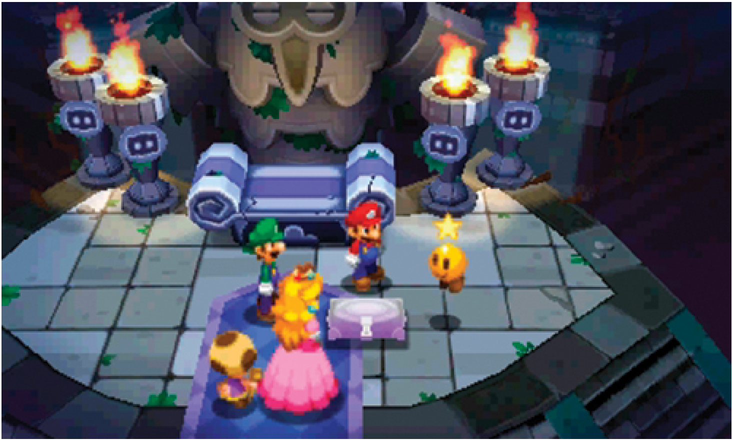
Oh? Hey, aren't those badges?

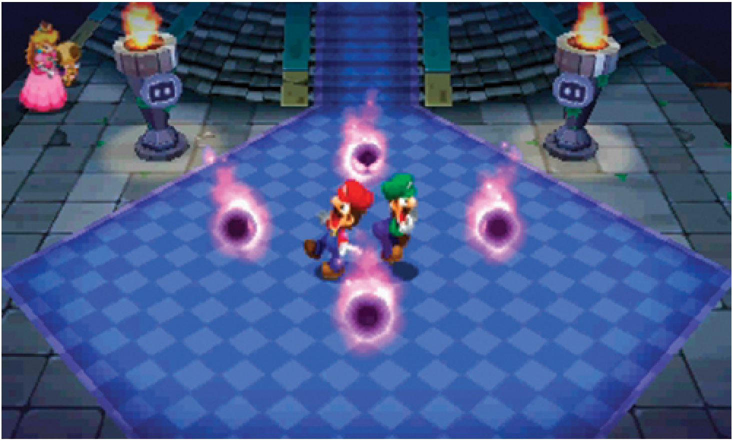
Mario, Luigi, and Starlow rush to the center of the next room, finding Princess Peach and Toadsworth surrounded by four purple flaming orbs—this is Smoldergeist! But as the trio arrive, Smoldergeist disappears. Once Princess Peach and Toadsworth are safe, Starlow suggests inspecting the altar to the north near a large Zeekeeper statue. Climb the steps to the north and approach the altar—interact with the object resting on the altar to retrieve a rectangular rock-like object. As Mario raises the object, two badges fall out, one for Mario and one for Luigi.



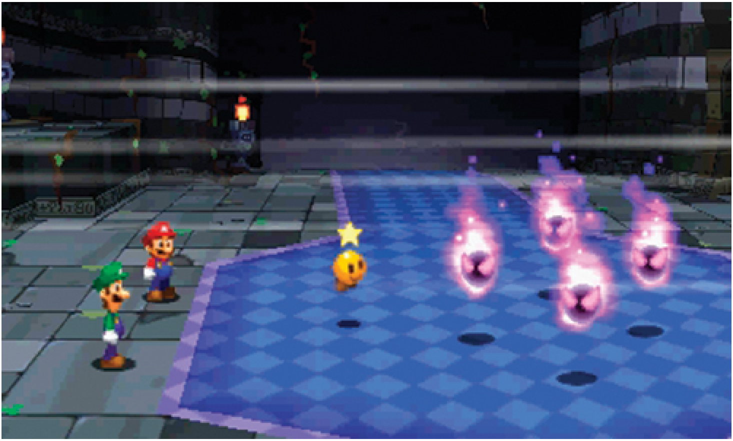
Restores 30% of each bro's HP.

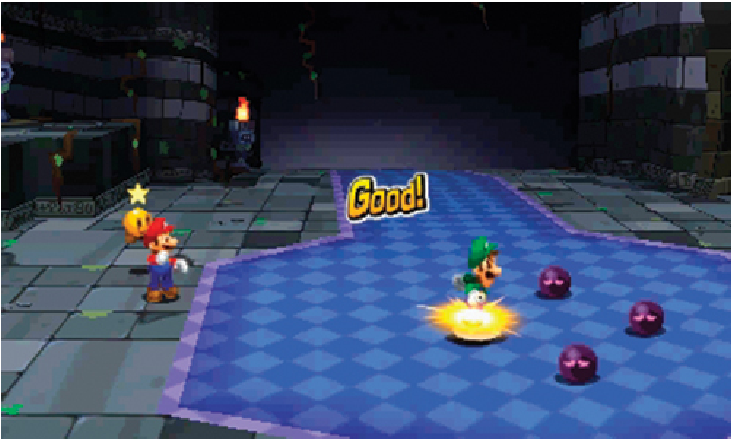
Starlow immediately recognizes the newly found objects as badges and initiates a short tutorial on how to use them. Badges can be combined to cause special effects during battles. Access the Menu screen then choose the Badges option. This is where you can check out all the badges you've collected. Mario and Luigi can wield one badge at any given time. Starlow promises to provide more details on badges once you enter a battle.



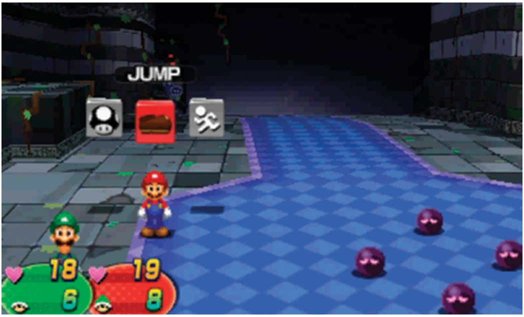


The purple item that contained the badges now lies motionless on the floor. Starlow observes that it looks like a pillow. Princess Peach thinks it might be the treasure. Whatever it is, Starlow suggests gathering it and exiting this chamber. Following the conversation, move toward the exit to the south. But as Mario and Luigi cross the floor, the chamber begins shaking and the Zeekeeper statue speaks. Suddenly Mario and Luigi are surrounded by the four flaming objects better known as Smoldergeists. It looks like you're not getting out of here without a fight.

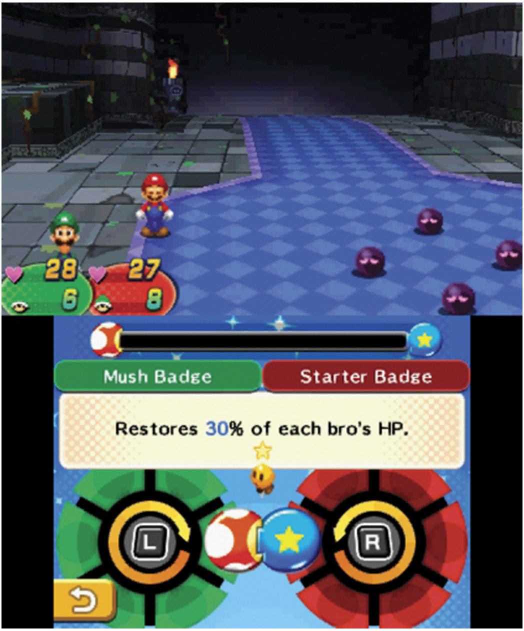




As the battle with Smoldergeists gets underway, Starlow returns to continue his tutorial on badges. In order to use badge effects you need to fill up the meter on the Touch Screen. The meter fills up incrementally each time an attack is successful. The red part of the meter is for Mario and the green part is for Luigi. At this point the meter is almost filled. An explanation of individual badge effects appears directly below the meter. At the moment, Luigi's Mush Badge and Mario's Starter Badge can combine to restore 30% of each brother's HP. This is a good combo for restoring health. Before leaving you to do battle, Starlow notices that the enemies are surrounded by purple flames. Starlow conjures a wind that temporarily extinguishes the flames, leaving the Smoldergeist enemies vulnerable to Jump attacks. Target one Smoldergeist at a time, attacking with both Mario and Luigi.

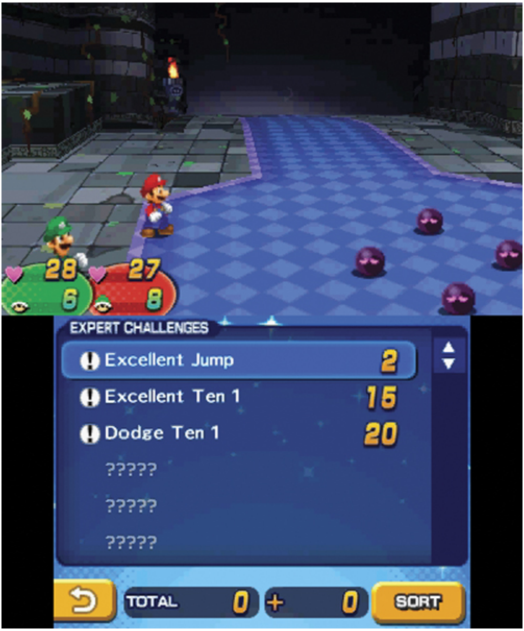


Only a few attacks in, the badge meter fills and a heart symbol appears on the Touch Screen. When the meter gets full, the badge effects get stored here. But you only have two spots to store those effects. You can use badge effects immediately or store them for a tight spot. Starlow suggests using one now. Touch the heart symbol on the Touch Screen to trigger the effect. After touching the symbol once, you must touch it again to confirm. Triggering this effect partially restores both Mario and Luigi's health. Badges have various effects, so find as many as you can. You can only use badge effects during a battle when the command blocks are available, during either Mario or Luigi's turn.



Restores 30% of each bro's HP.

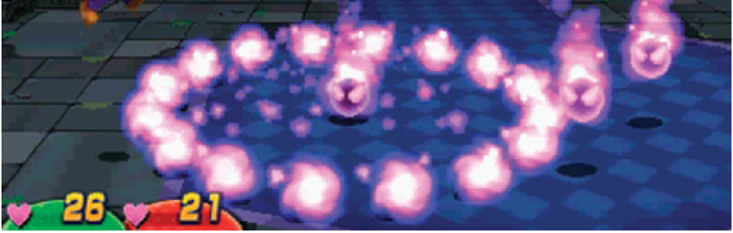
Next Starlow offers to show you how to equip badges. During battles this can be done by touching the Badges button in the bottom left corner of the Touch Screen. This brings up the Badge menu. Use R to rotate Mario's badges on the right and L to rotate Luigi's badges on the left—this is how you switch badges. But since Mario and Luigi only have one badge each, there is only one possible combination available. There are a total of 12 badges available during your adventure. Some can be purchased and others are rewarded. You can trigger different effects depending on your badge combo. Once you obtain more badges, try various combination to find the one that suits you the best.

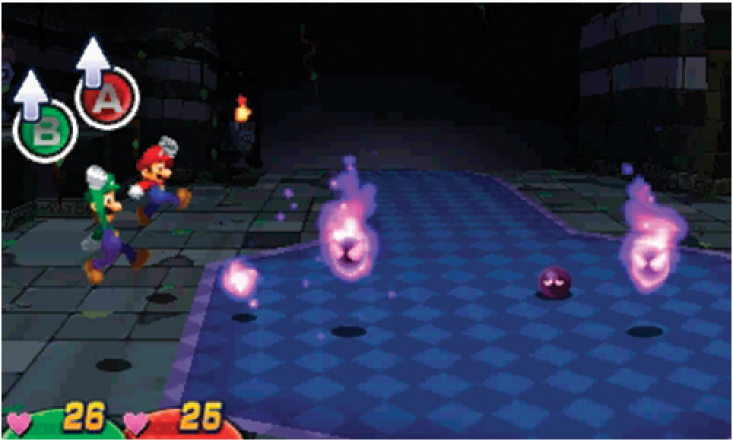


EXPERT CHALLENGES

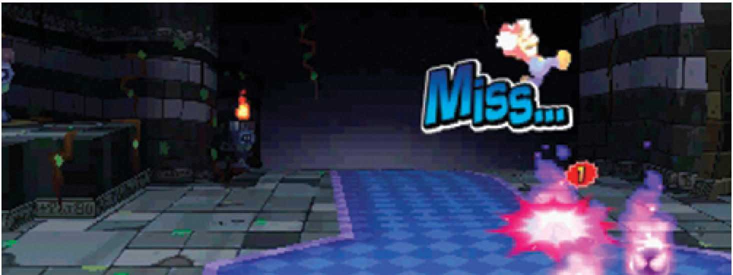
Excellent Jump	2
Excellent Ten 1	15
Dodge Ten 1	20
?????	
?????	
?????	

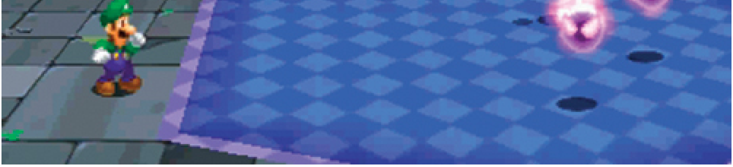
Starlow offers some information on Expert Challenges next—select the button in the bottom right corner of the Touch Screen to see your progress on Expert Challenges. You will accumulate points whenever you clear Expert Challenge conditions. Hitting point targets nets you rare gear. Select each title and press Ⓐ to check out the types of challenges available. For instance, to complete the Excellent Jump Expert Challenge, you must use only the Jump attack and get Excellent for all your attacks during the course of one battle.

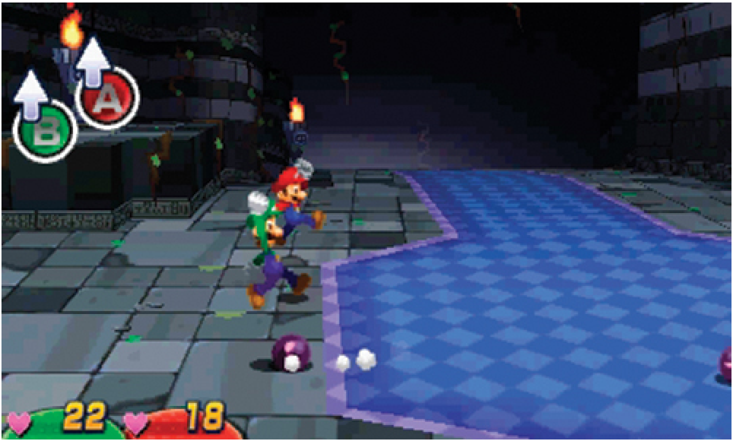




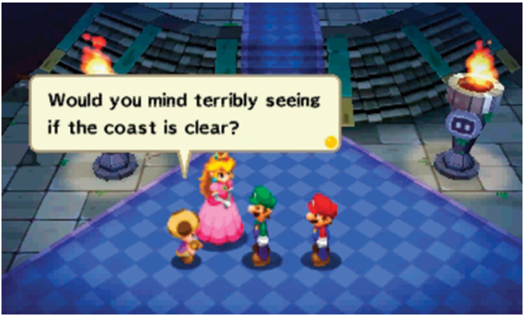
Okay, now it's time to get back to business by attacking the Smoldergeists. Resume your Jump attacks, focusing on one Smoldergeist at a time. But you'll need to evade their attacks as well. Upon reigniting, Smoldergeists can perform a couple of attacks. During one attack the Smoldergeist emits a radial burst of purple flame, requiring both Mario and Luigi to jump to avoid taking damage. But you only need to jump when the Smoldergeist performs this attack from the ground—simply stay put when the Smoldergeist attempts this attack in the air. In another attack, a Smoldergeist hovers in front of one of the brothers and spits a purple fireball, requiring the targeted brother to jump. If a Smoldergeist fails in its attack, its flame is extinguished, leaving it vulnerable to Jump attacks.





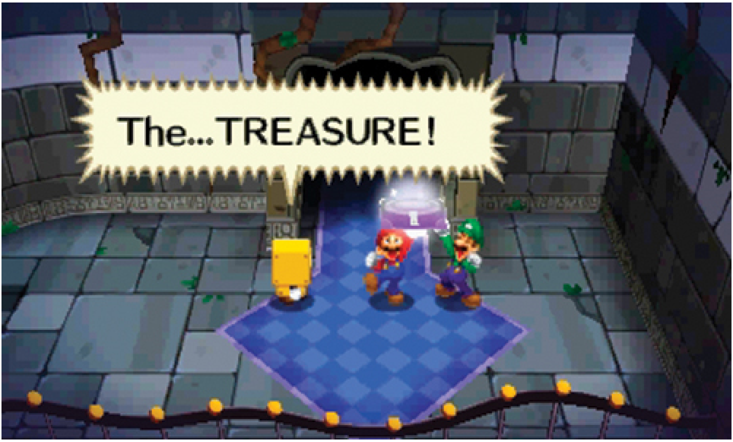


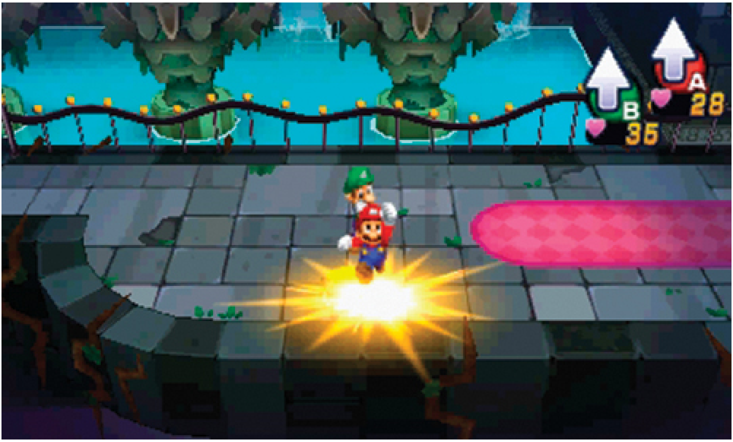
If Smoldergeists are successful in their attack they reignite. There's no easy way to extinguish the purple flame once reignited. A Jump attack is effective at temporarily putting out the flame, but the attacking brother will take damage during the process. This is why it's so important to evade their attacks. But even a flameless Smoldergeist can still attack, slowly rolling toward one of the brothers—jump on top of it to counter.



By evading incoming attacks and performing Jump attacks of your own, you can eliminate the Smoldergeists one by one. Smoldergeist is disappointed by its loss in battle. After its defeat a bridge to the south is extended, allowing you to escape. Toadsworth still isn't confident the path ahead is safe so he offers to stay with the Princess while Mario and Luigi scout ahead. Cross the bridge to the south to enter the next chamber.

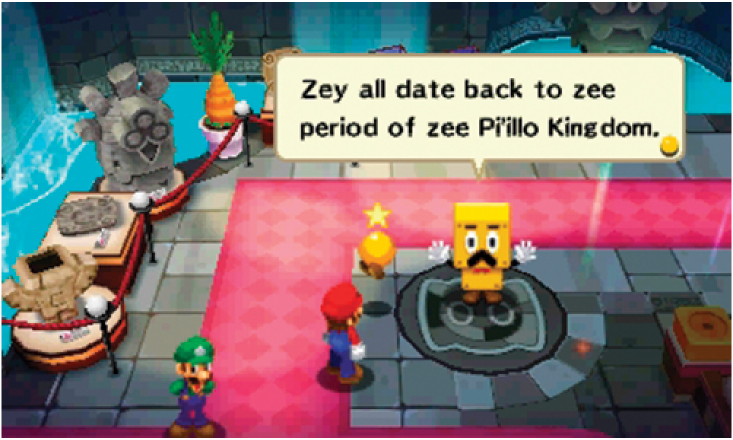
⑨ Collection Room Passage

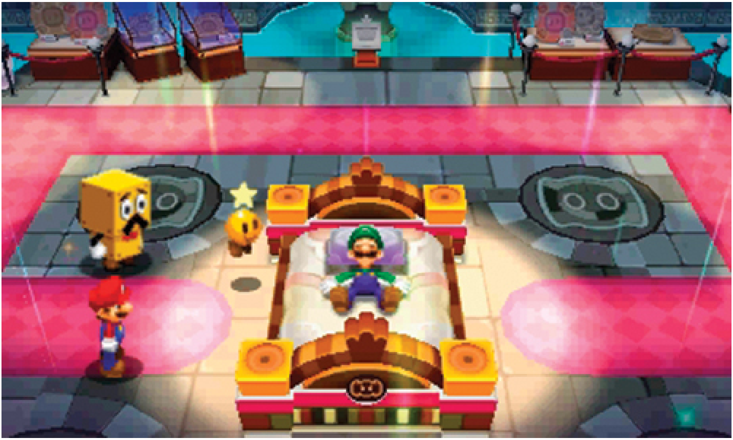




A Brock greets Mario and Luigi is this room, surprised to see anyone emerging from this passage. When asked how the two of them made it here, Mario simply shows off the purple pillow-like object, believed to be the castle's hidden treasure. The Brock is amazed by the find and suggests heading for the collection room. But the Brock does warn that there may be a few monsters along the way. After speaking to the Brock, be sure to strike the ? Block to the west. Next, head downstairs and engage a few Grombas on your way to the room's exit in the southeast. You encounter a Save Block in the next room to the east—now is a good time to save your game.

⑩ Collection Room

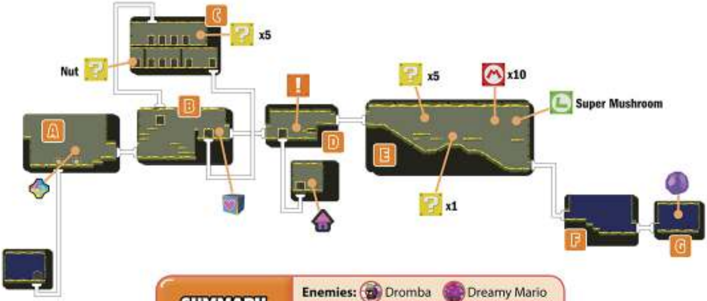




The collection room is filled with numerous artifacts from the time of the Pi'illo Kingdom. Broque Monsieur is present to greet Mario and Luigi, but seems more interested in the treasure they discovered. While looking at the various artifacts, Luigi discovers a large bed in the center of the room. After receiving permission from Broque Monsieur, Luigi hops on the bed and rests his head on the purple pillow-like object they retrieved from the ancient hidden area. At that moment, Broque Monsieur seems to recognize the object beneath Luigi's head—the pattern indicates it may also date back to the time of the Pi'illo Kingdom. Broque Monsieur is somewhat amazed that Luigi is capable of falling fast asleep on this treasure, but allows him to rest while Mario explores the room.

Feel free to explore the room, including the different placards offering descriptions of the exhibits. But as you move toward the south side of the room, two Toads wander in from the adjacent passage while Princess Peach and Toadsworth walk in from the west. Shortly after her arrival, Princess Peach notices that something is wrong with Luigi—a multi-colored cloud has appeared above the bed while he's sleeping. Broque Monsieur isn't certain what this is, but theorizes that it may be connected to the object beneath Luigi's head. As Princess Peach draws closer, she's pulled into the rainbow-colored cloud. Without hesitation Mario leaps into the cloud to find the Princess.

Dreamy Pi'illo Castle (A)



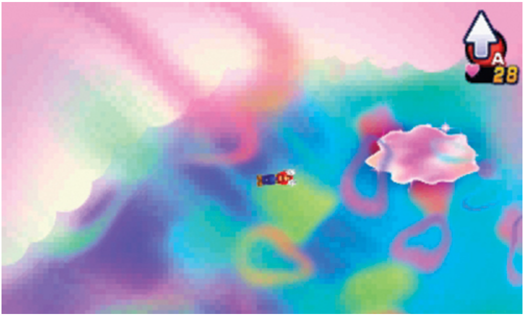
SUMMARY

Enemies: Dromba, Dreamy Mario

Attack Pieces: 0

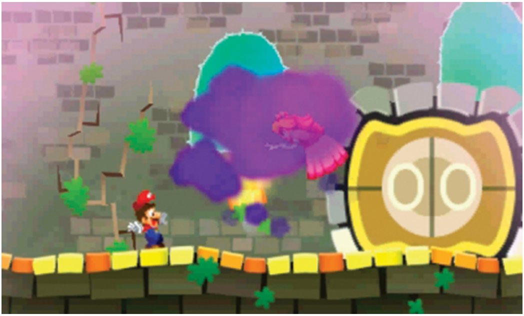
MAP LEGEND

A Dream World Location	M Block	! Event Block	Portal
? Block	L Block	Attack Piece	Red Coin Block
Shop	Save Block	Nightmare Chunk	



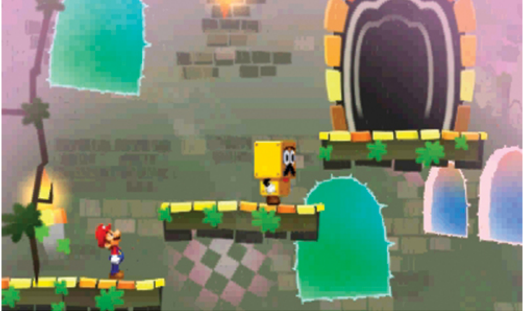
As Mario enters the dream world, Princess Peach is carried away by a familiar purple dark cloud. During this sequence Mario can “swim” by pressing Ⓐ . Move in the direction where Princess Peach was last seen and enter the multi-colored cloud.

A



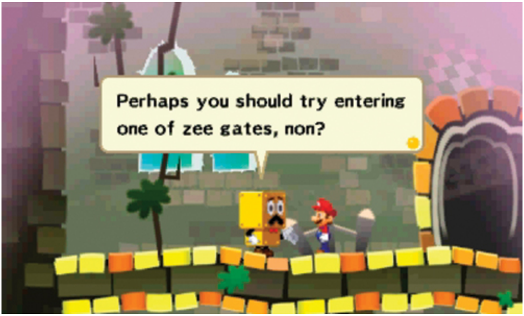
Upon entering the cloud Mario is transported into Dreamy Pi’illo Castle. Here Princess Peach reappears, still trapped and carried by that sinister purple cloud. As soon as Princess Peach is carried away, follow her by advancing along the path to the right. Jump up onto the step-like ledges and proceed through the room’s right exit.

B

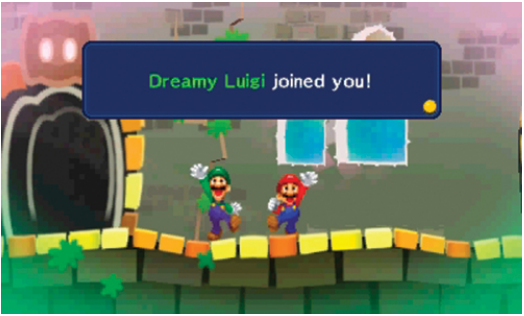


Princess Peach appears yet again at the entrance to this room before being carried away by the purple cloud. Navigate upward through this room until you see Broque Monsieur–what is he doing in Luigi's dream? Broque Monsieur simply offers a quick tutorial on how to move through gates in this dream world—stand in front of a gate and press up on the Circle Pad to enter a different room.

C

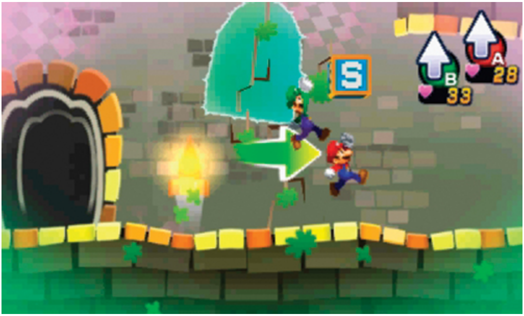


Broque Monsieur warns that this room is very confusing, featuring several gates, all leading to a different location. There are three gates on the top level, as well as a ? Block to the far right. Enter the left-most gate on the upper level to reach a small room in the bottom left corner of the room—there's another ? Block here. Return to the upper level, then enter the center gate. This leads to the bottom level to a room with three gates—enter the center gate here to exit on the right side of the room.



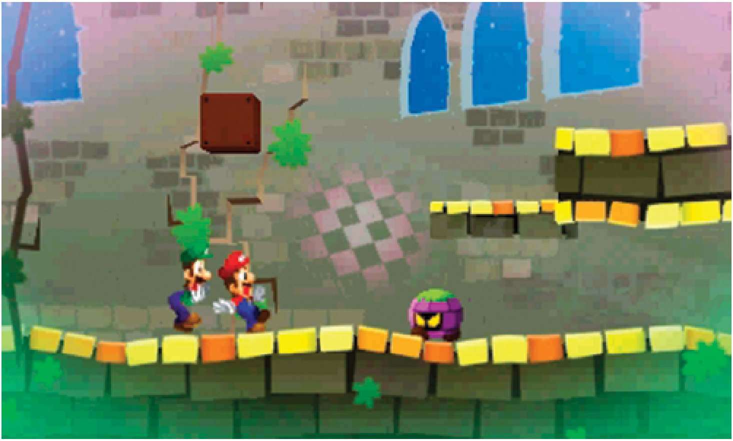
As Mario passes through the gate, Luigi appears behind him. Somewhat startled by his appearance, Mario is informed by Broque Monsieur that Luigi can exist in both the real world and dream world simultaneously. After all, you're in Luigi's dream! Dreamy Luigi is a representation of how Luigi sees himself in the dream world—perhaps a bit taller, and definitely more handsome! Once reunited in the dream world, proceed through the gate on the far right side of the room.

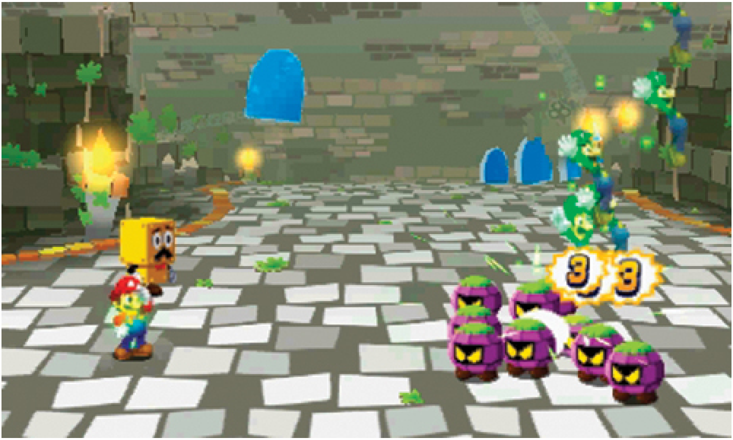
D



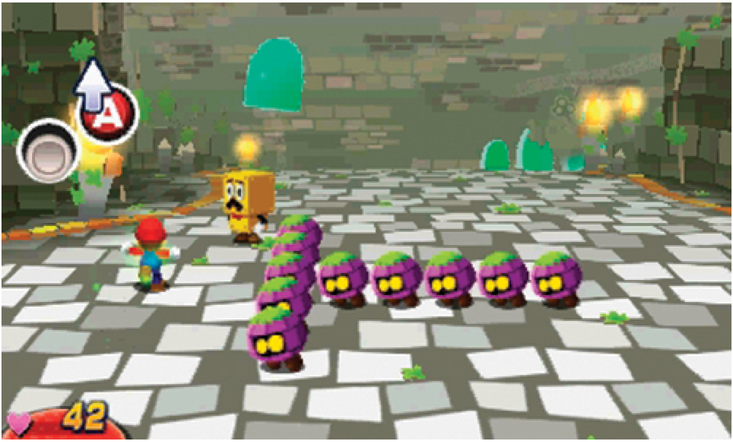
Upon entering this room, move to the right and strike the Save Block—now is a good time to save your game. Just like the real world, you control both Mario and Luigi. Either character can be used to strike blocks, such as the Save Block. Each can also initiate battles by jumping on top of enemies to perform a preemptive attack. Take a moment to practice jumping in the dream world, then exit to the right.

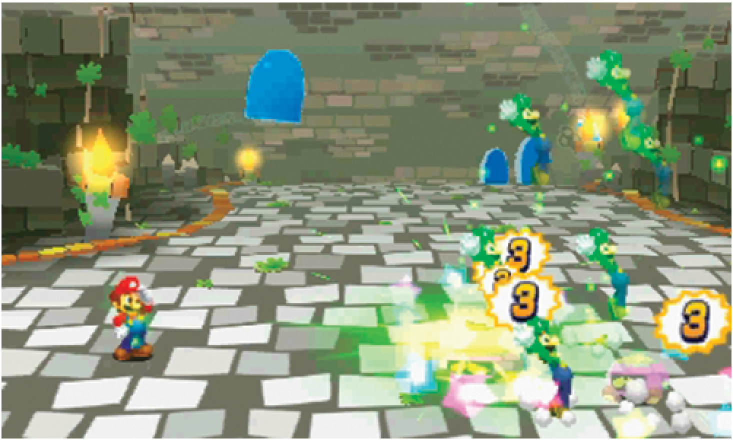
E





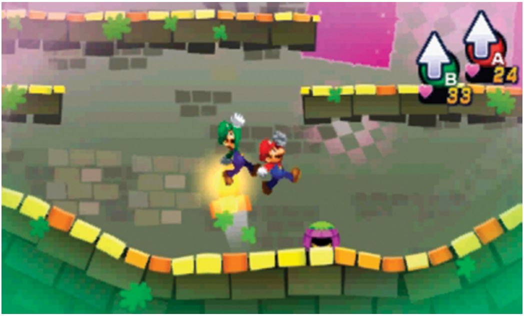
Once again, Mario and Luigi are taunted with the appearance of Princess Peach as they enter this room. But as expected, she's soon carried away by the purple cloud. Proceed to the right and strike the Event Block. This causes a doorway to open, releasing a Dromba! Just like the real world, making contact with any monster triggers a battle. But in the dream world, Mario has the assistance of Dreamy Luigi, as described by Broque Monsieur. Dreamy Luigi becomes one with Mario during dream world battles, greatly enhancing the power of his attacks. Try performing a standard Jump attack on one of the Drombas in the center of the group. Not only does the initial attack inflict more damage, but upon scoring an Excellent hit, several Luigis (or Luiginoids) come raining down, damaging multiple enemies.





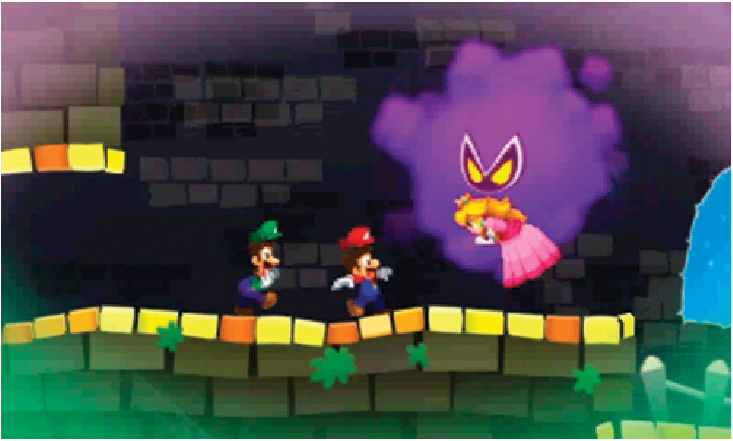
During the Dromba attack phase, Broque Monsieur warns that performing counterattacks works a little differently in the dream world. During some attacks you can use the Circle Pad to move up and down in addition to jumping. Line Mario up with the longest line of incoming Drombas and then jump. If you time the jump just right, Mario will bounce across the long line of Drombas, inflicting damage on all of them. These movement-based counters are exclusive to the dream world. So use it to either evade enemy attacks or set up high-damage counterattacks. Following Broque Monsieur's tutorial, resume the battle and finish off the Drombas with more Jump attacks and counterattacks. Following the battle, grab the coin where the Dromba was held, then proceed to the exit on the right.

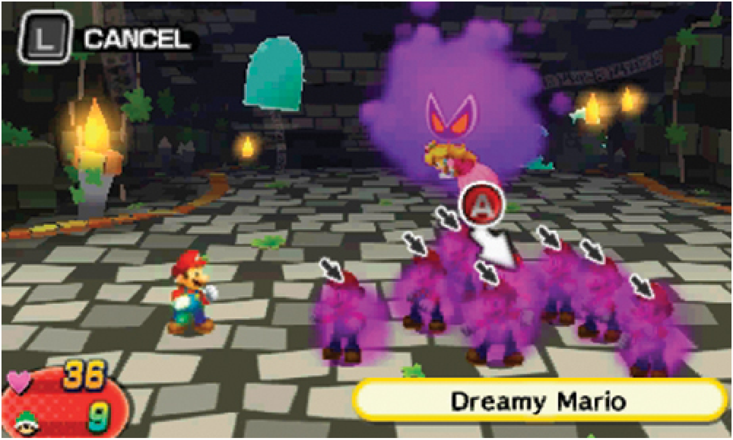
F



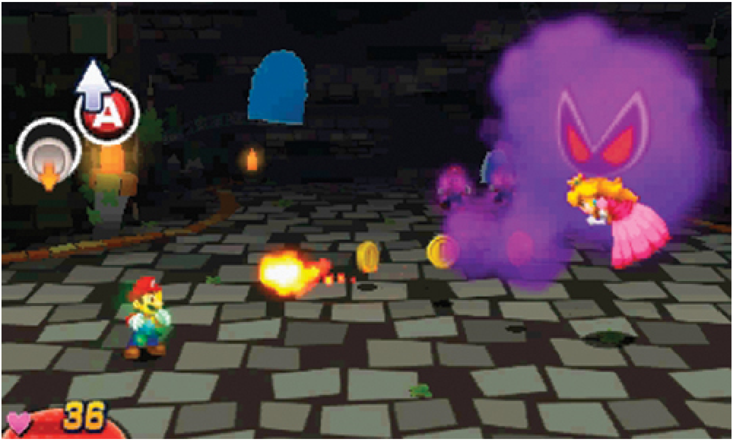
More Drombas patrol this room. While they’re relatively easy to avoid, take the time to enter battle and defeat them for EXP. Don’t overlook the various ? Blocks here too, all containing coins. There’s also an M Block and L Block on the platforms above the room—you’ll need to use the moving platform to reach both of these blocks. When you’re finished battling and exploring, exit the room on the right side.

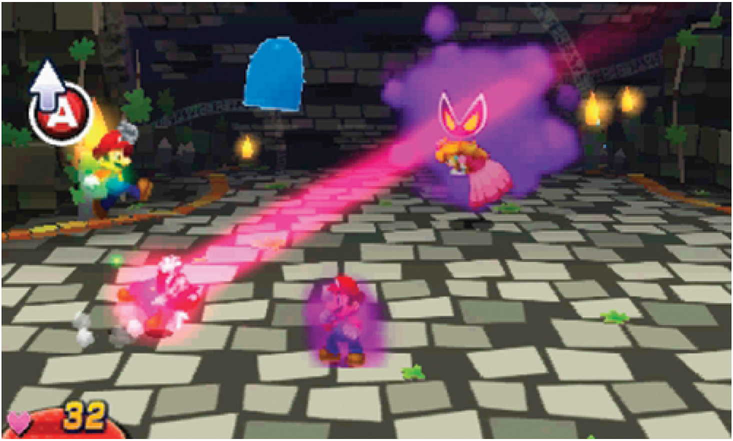
G



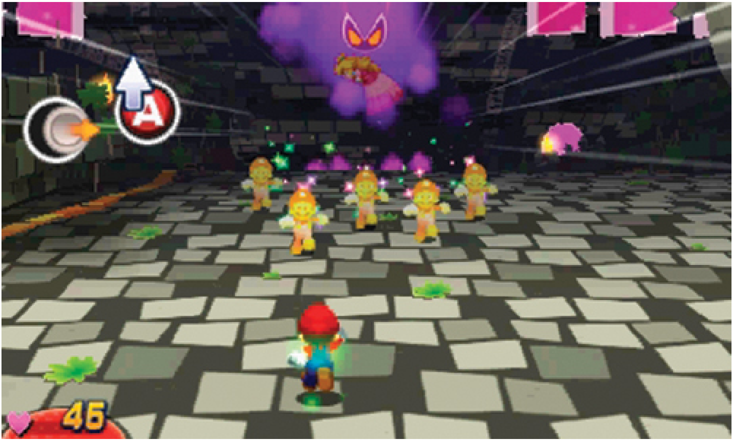


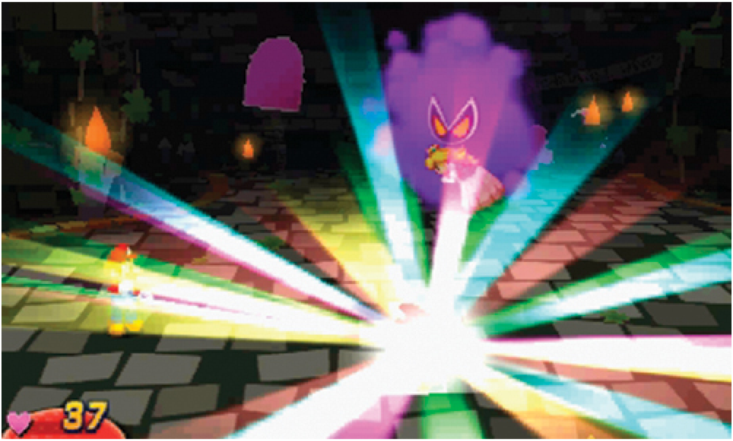
Upon entering here, Mario and Luigi are confronted by the large purple cloud carrying Princess Peach. As a battle commences, Mario is forced to face off with a small army of…other Marios! As the Dreamy Marios multiply, keep an eye on the original Dreamy Mario and always target him with attacks. Start with a Jump attack, targeting the original Dreamy Mario instead of one of his clones. Striking the original Dreamy Mario makes all the clones disappear…at least temporarily.



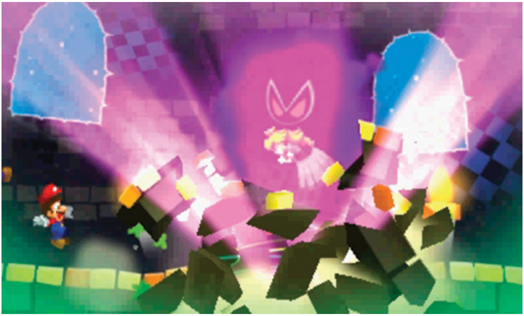


The purple cloud attacks by firing a mix of coins, Mushrooms, and fireballs—grab the coins and Mushrooms but evade the fireballs either by moving or jumping over them. Also, watch out for incoming Dreamy Marios hurtled toward you. You can't move around these incoming projectiles, so time your jumps carefully. If you time your jumps just right you can land on the incoming Dreamy Mario to inflict damage. The Dreamy Marios also attack by charging directly at you. Once again, time your jumps carefully to either jump over them or on top of them.



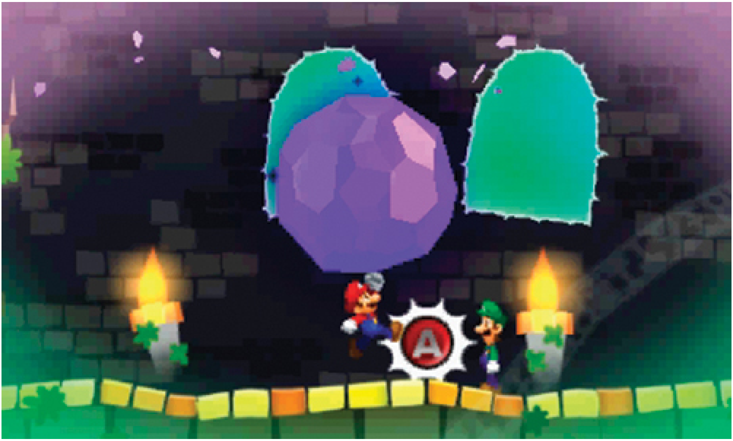


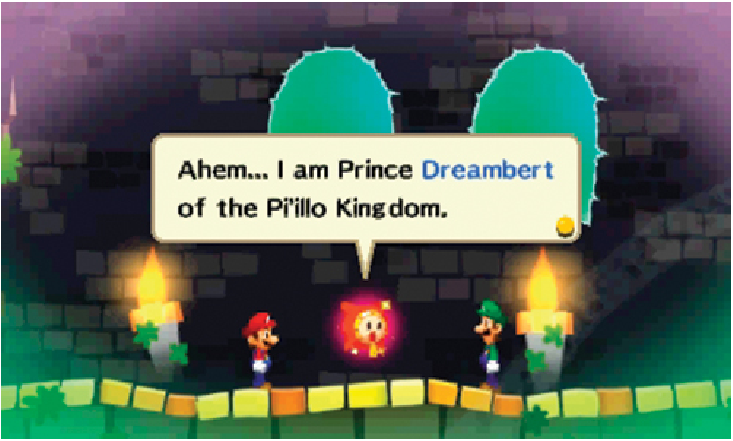
During another enemy attack, lines of Dreamy Marios come charging at you. Don't make contact with any of these enemies as they'll inflict damage. Instead, jump over the Dreamy Marios as they approach to avoid taking any damage. When you're not evading attacks, perform more Jump attacks of your own, targeting the original Dreamy Mario each time. After scoring several hits, the enemy is eventually defeated. But Princess Peach isn't safe yet.



Following the battle with Dreamy Mario, the purple cloud carries Princess Peach deeper into the chamber. Suddenly an explosion erupts from the floor, opening a deep glowing chasm. The cloud escapes into the chasm, carrying Peach with it. Before Mario and Luigi can follow, the floor is magically restored. Suddenly a light appears, urging Mario and Luigi to continue forward and break something called the nightmare chunk. Follow the light through the exit on the right.

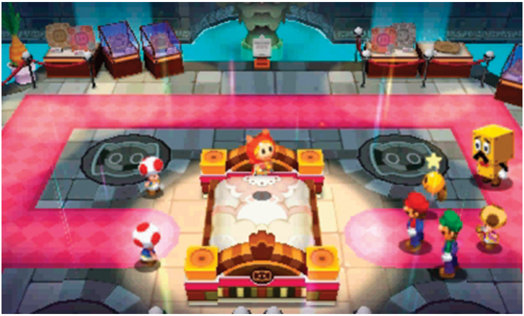
H





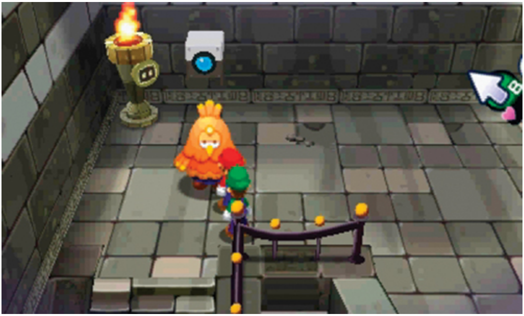
Ahem... I am Prince Dreambert of the Pi'illo Kingdom.

The large purple crystal in this room must be the nightmare chunk. As Mario stands beneath the chunk, jump repeatedly to break it. Once completely shattered, a small entity emerges from the chunk. His name is Prince Dreambert from the Pi’illo Kingdom. Somewhat confused, Prince Dreambert urges them to return to the real world.



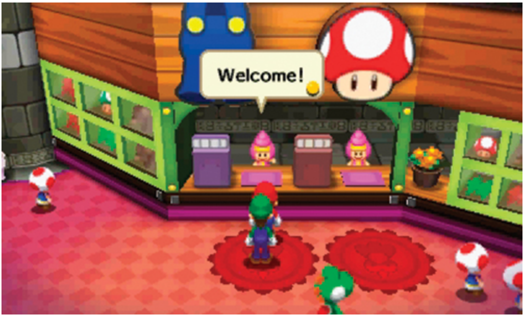
As Mario returns to the real world, he emerges back in the collection room of Pi'illo Castle. While Toadsworth is happy to see Mario, he's concerned about Princess Peach. Suddenly, the treasure beneath Luigi's head begins to shift. Luigi quickly awakens and leaps off the bed just before the treasure begins hovering above the room. The pillow-like treasure then emits a blinding light as Prince Dreambert appears. After making acquaintances, Dreambert reveals that he is the prince of the Pi'illo Kingdom. The prince's soul was trapped within a chunk of solid nightmare until Mario and Luigi rescued him. Broque Monsieur explains that there are more rocks on the island that look like pillows possibly containing more Pi'illo Folk. Upon hearing this news, Prince Dreambert exits, eager to save the others. But Mario and Luigi have a more pressing matter—finding Princess Peach. Since she's trapped in the dream world, Starlow feels their best course of action is to follow Prince Dreambert. Exit the collection room by heading south.

⑪ Grand Staircase



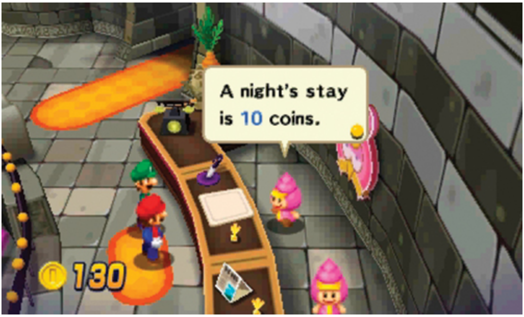
Prince Dreambert is nowhere to be found in this room. But there are two sets of stairs on the east and west sides, both leading to the same upper-floor walkway. There's a Camera Block in the northwest corner of this room, but it can't be accessed yet—come back later once the guy in the Zeekeeper costume moves away.

② Gear Up!



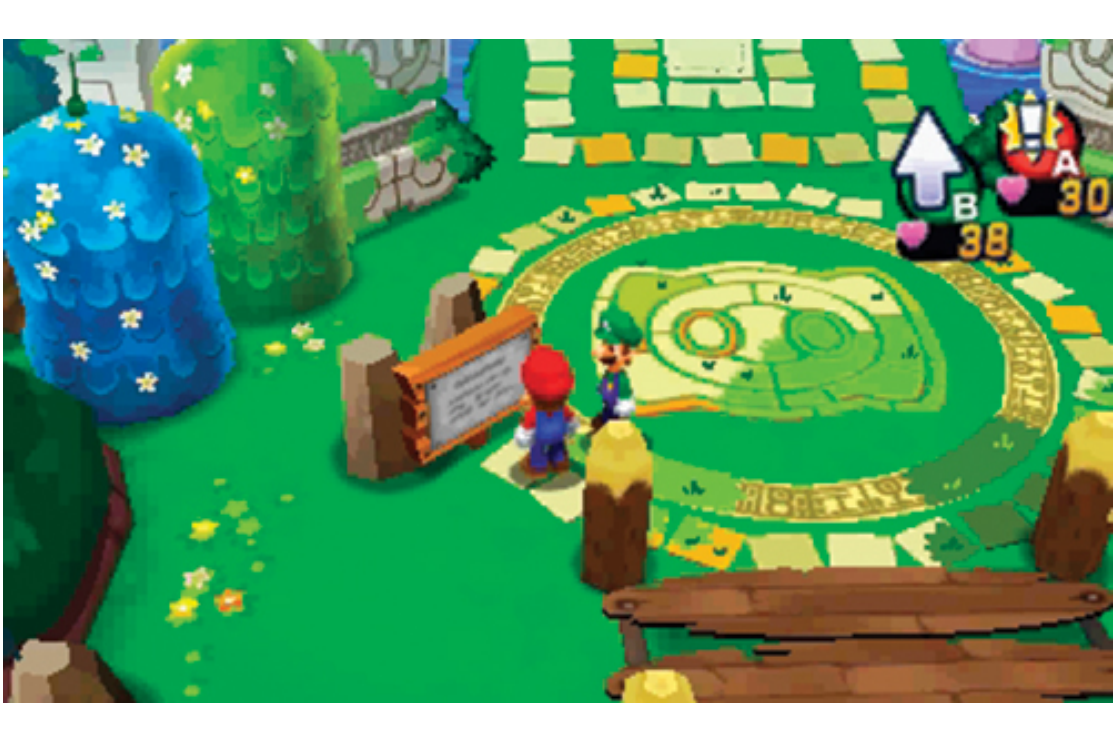
Make your way back to the lobby where Prince Dreambert is seen exiting. But before chasing after Dreambert, Starlow suggests stocking up on new gear at one of the shops. Return to the gift shop to the east of the lobby. By now you've collected more coins through battles and exploration. This allows you to purchase more advanced gear, like Picnic Boots. Once you've updated your gear, return to the lobby and save your game by striking the Save Block near the castle's entrance.

⑫ Hotel



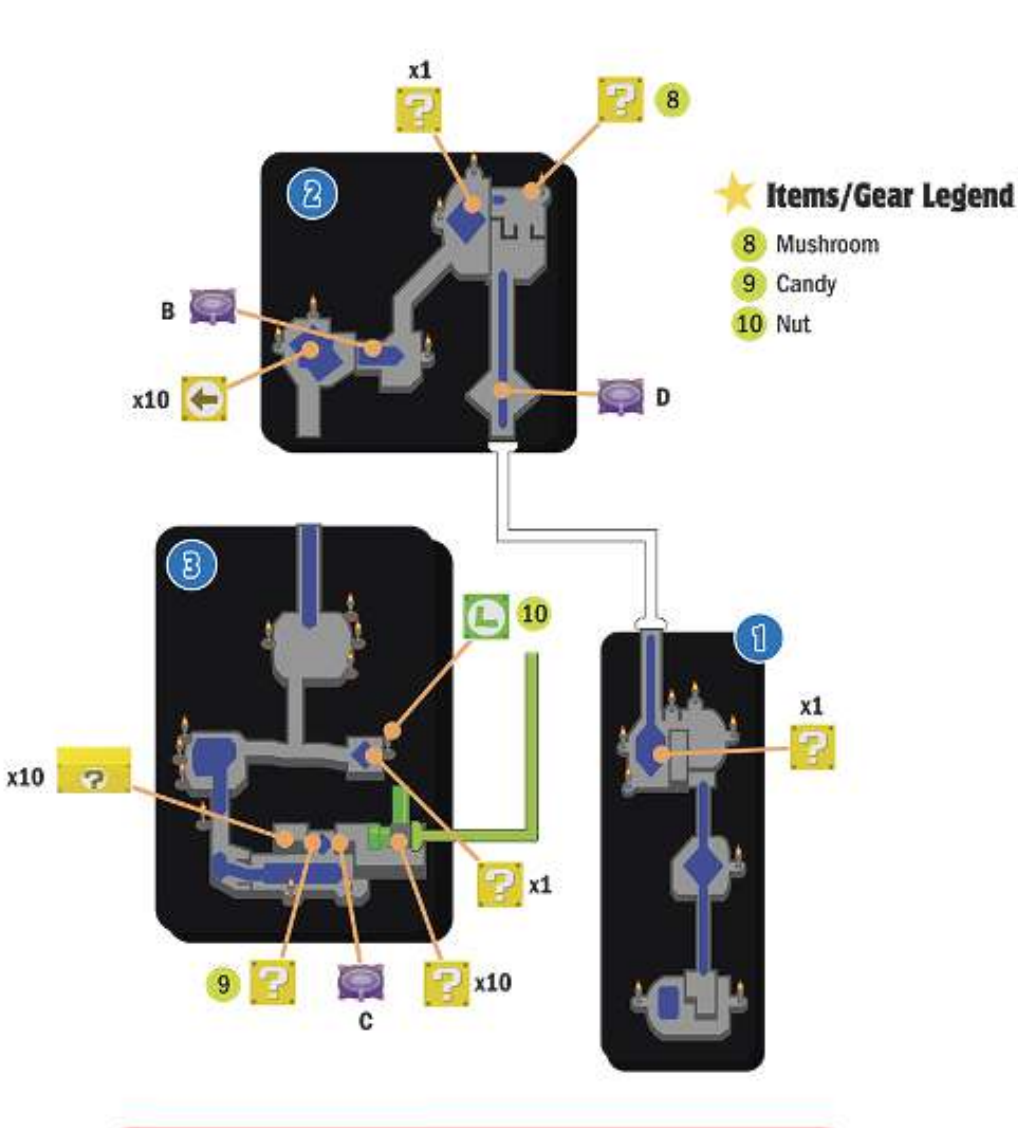
There's no need to race after Prince Dreambert immediately. If you haven't already, head upstairs to the castle's hotel. Here you can explore the various rooms, speak to patrons, and obtain more coins and items from ? Blocks. Don't forget to check out the view from the balcony either, located just south of the hotel. If you're low on health, consider spending 10 coins to stay the night at the hotel. Your HP and BP are fully restored following a stay at the hotel. At the moment, 10 coins may seem a bit steep. But later on, the price is very reasonable and is far more cost-effective than consuming items. When you're finished exploring, return to the lobby and exit Pi'illo Castle.

Bridge to Mushrise Park



Step outside the castle and head south. Along the way a Brock hints that Mushrise Park is always popular with tourists. Take the Brock's advice and head toward Mushrise Park to the south. But in the area just south of Pi'illo Castle, Mario and Luigi come to a rickety wooden bridge. The nearby sign warns that the bridge is out of commission due to storm damage. But really, how dangerous could it really be? There is no where else to go at this point, so take your chances by crossing the bridge. However, about halfway across, the bridge begins to crumble, collapsing behind Mario and Luigi. They do their best to stay ahead of the destruction but are soon dropping into a deep and dark chasm.

Pi'illo Castle Underground



SUMMARY
Enemies: Bloatula
Attack Pieces: 0
Pi'llos: 3
Beans: 0

MAP LEGEND
- Real World Location
- ? Block
- M Block
- Shop
- L Block
- Bros. Block
- Event Block
- Random Block
- Save Block
- Camera Block
- Pi'illo
- Bros. Bean
- Defense Bean
- Heart Bean
- Power Bean
- Speed Bean
- Stache Bean
- Portal
- Warp Pipe
- Attack Piece

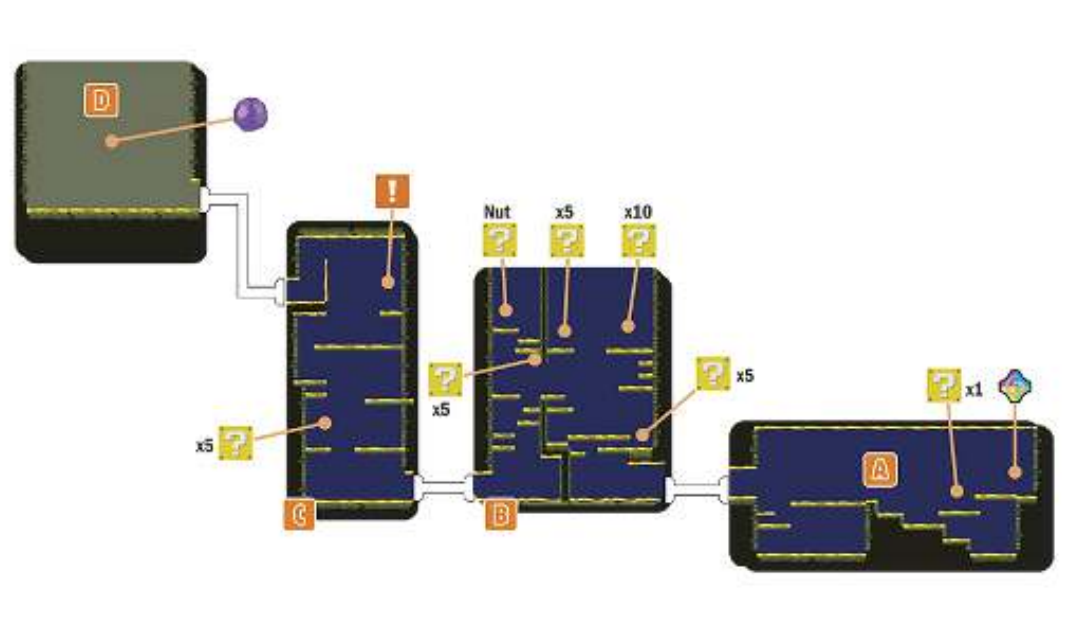
① Bloatula Bashing

Mario and Luigi find themselves in a dark chamber deep beneath Pi'illo Castle. This area is occupied by several Bloatulas, large spider-like monsters. Advance across the narrow bridges to the north and battle all the Bloatulas along the way to gain more EXP. There's nothing particularly challenging about defeating the Bloatulas. Simply use Jump attacks to whittle down their HP while evading or countering their simple attacks. Be sure to hit the ? Block in this chamber before exiting to the north.

② Pi'illo Rescue

Upon entering the next chamber, Mario and Luigi find another pillow-like object, similar to the one they found in the castle's ancient hidden area. At Starlow's suggestion, Mario tries to sleep on it but nothing happens. But when Luigi gives it a shot, a multi-colored portal opens immediately. Soon after Luigi falls asleep, Prince Dreambert appears and explains how Luigi can become one with the dream world, creating a portal. The pillow-like object beneath Luigi's head contains another of the Pi'illo Folk, like Prince Dreambert. The Pi'illo Folk have been imprisoned within these purple objects, trapped within nightmare chunks. The Pi'illo Folk can be saved by destroying the nightmare chunks within the dream world. Mario is more than willing to help Dreambert rescue his people—one of them might know where Princess Peach is. Without hesitation, Mario leaps into the portal and enters the dream world, joining Prince Dreambert.

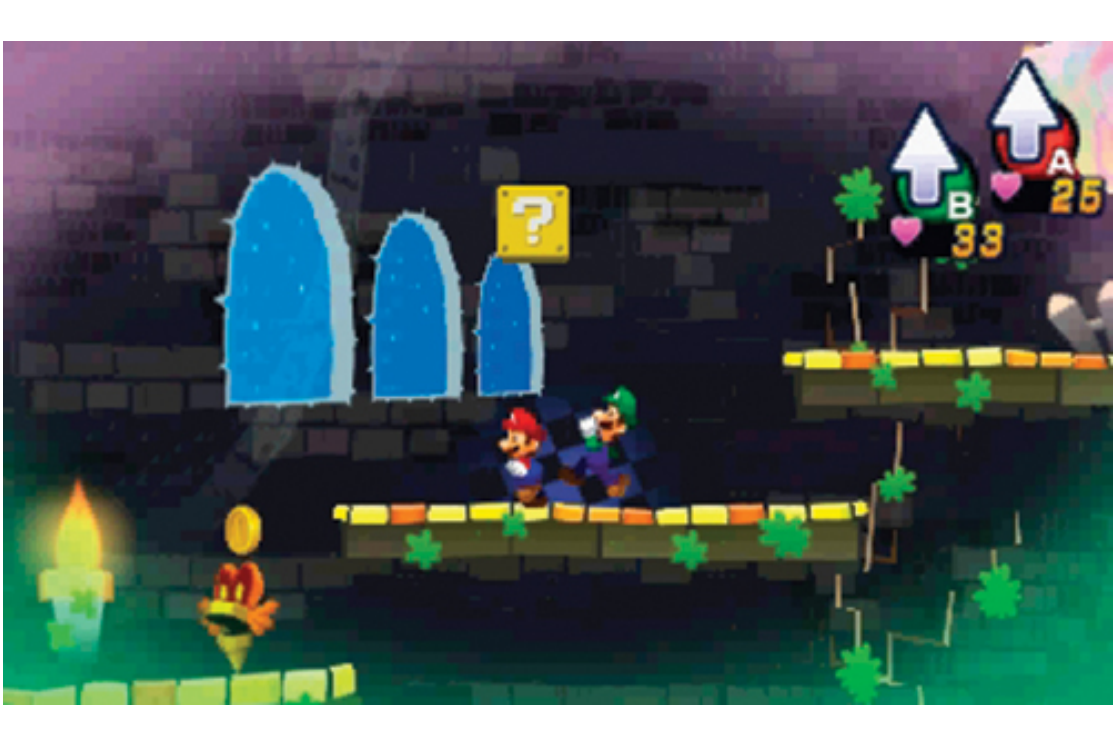
Dream World (D)

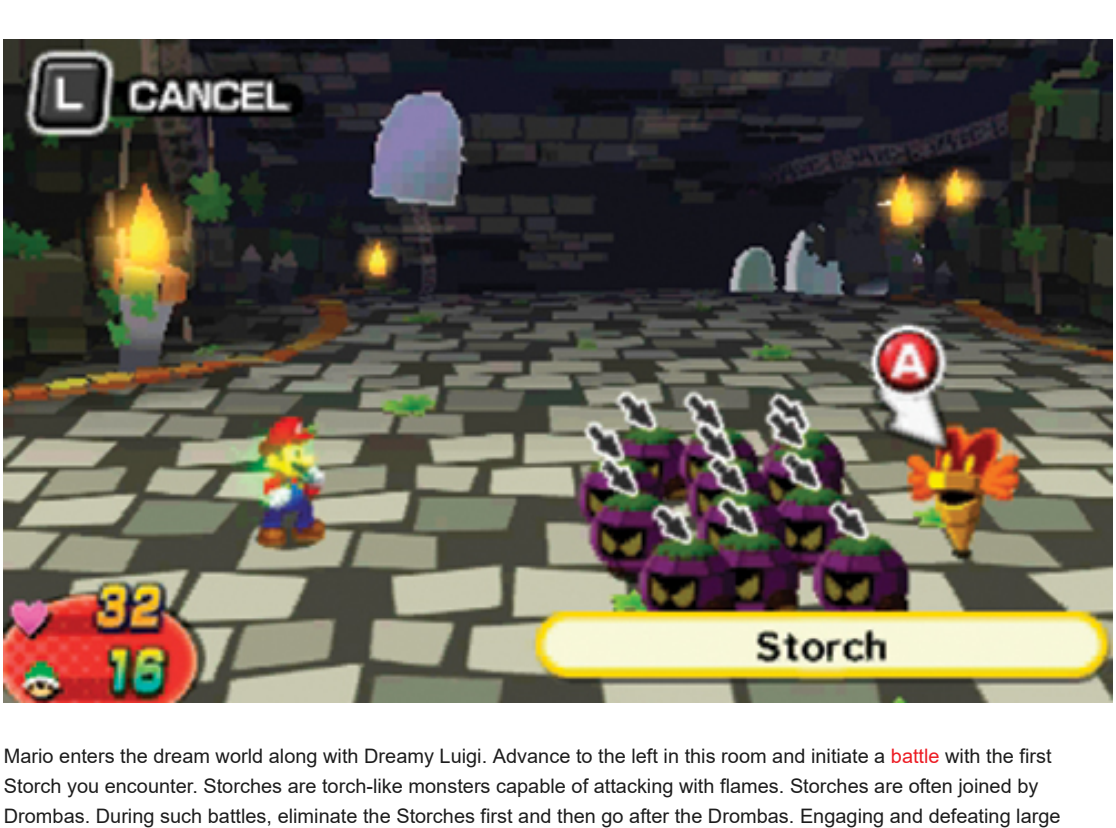


SUMMARY
Enemies: Dromba Storch

MAP LEGEND
- Dream World Location
- ? Block
- Shop
- M Block
- L Block
- Save Block
- Event Block
- Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

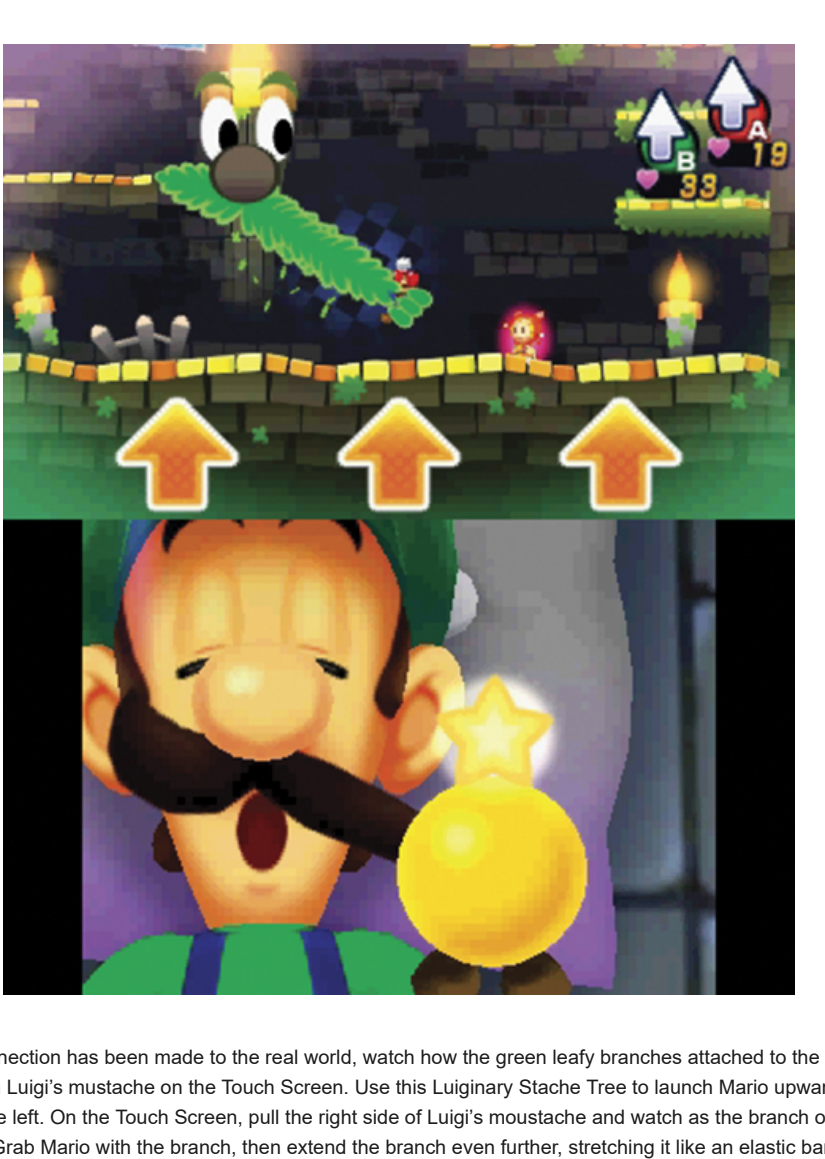
A





Mario enters the dream world along with Dreamy Luigi. Advance to the left in this room and initiate a battle with the first Storch you encounter. Storches are torch-like monsters capable of attacking with flames. Storches are often joined by Drombas. During such battles, eliminate the Storches first and then go after the Drombas. Engaging and defeating large groups of enemies like this is a great way to boost your EXP and level up. So don't miss the chance to engage in battle.

As Mario and Dreamy Luigi attempt to exit this room, a portion of the ceiling collapses, causing the floor beneath their feet to crumble. After falling a short distance and dusting themselves off, Dreamy Luigi is drawn to a nearby pillar. His imagination (or Luigination) is bridging the real and dream worlds. These are called Luiginary Works. Press R followed by Ⓑ to initiate this particular Luiginary Work. This causes Dreamy Luigi to become one with the nearby pillar.

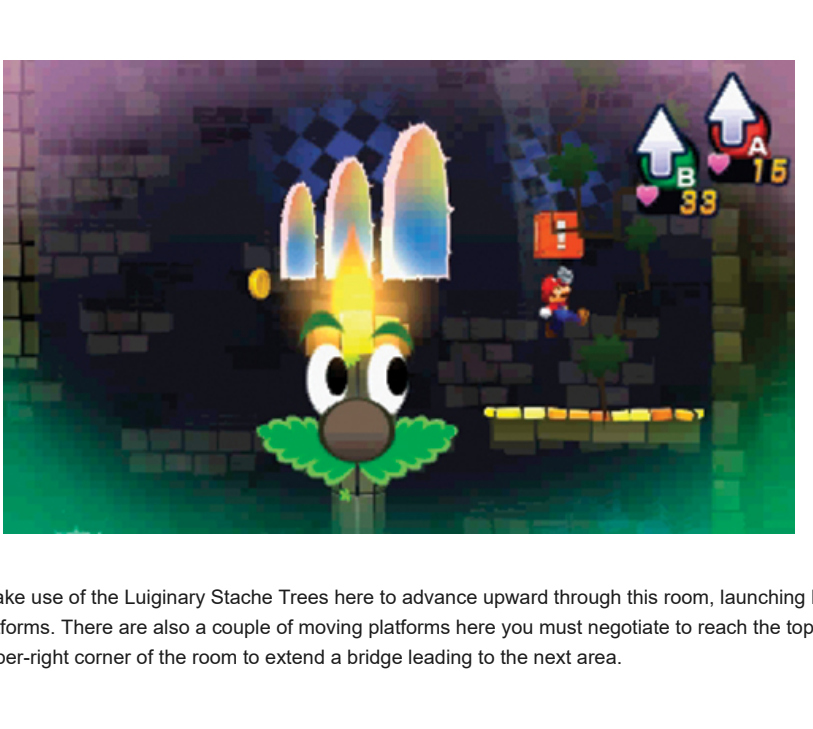


Now that a connection has been made to the real world, watch how the green leafy branches attached to the pillar move as Starlow tugs on Luigi's mustache on the Touch Screen. Use this Luiginary Stache Tree to launch Mario upward to the platforms on the left. On the Touch Screen, pull the right side of Luigi's moustache and watch as the branch on the Stache Tree extends. Grab Mario with the branch, then extend the branch even further, stretching it like an elastic band—the further the branch is extended, the further Mario will travel through the air. When you're ready to launch Mario, release Luigi's moustache on the Touch Screen. This causes Mario to fly through the air toward the platforms on the left. Feel free to experiment with this Luiginary Stache Tree before advancing into the next room. Instead of launching Mario through the air, the left branch can be used to simply pick up Mario and place him on one of the upper platforms on the left. Once you're on one of the upper left platforms, press R followed by Ⓑ to recall Dreamy Luigi from the Luiginary Work.

B

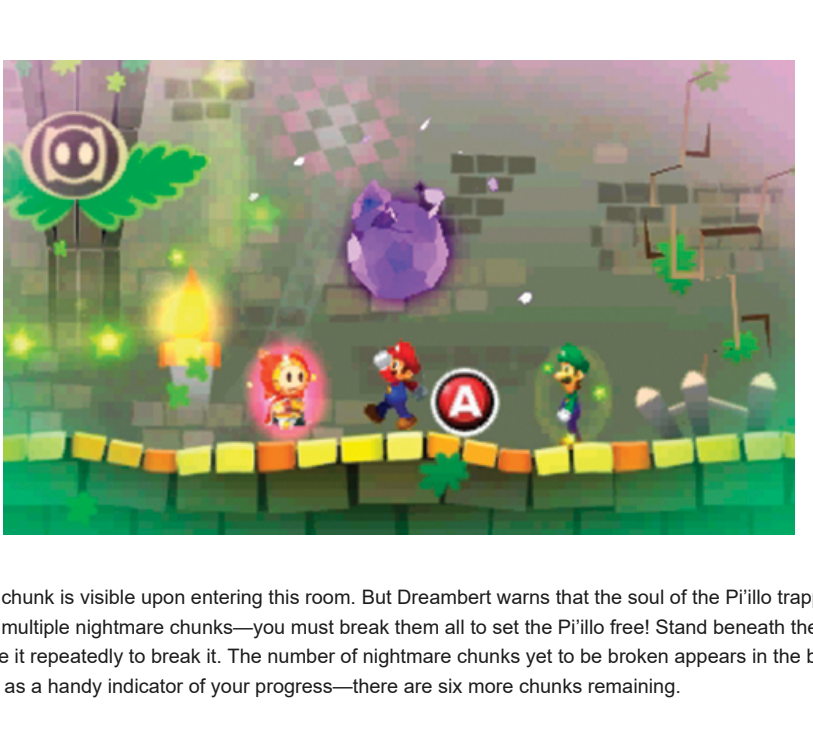
This room offers more opportunities to test out the Luiginary Stache Tree. When you're not fighting Drombas and Storches, use the Luiginary Stache Trees to reach the upper-level platforms in this room to retrieve coins and strike ? Blocks. When you're finishing exploring, exit on the left side of the room. There's no need to recall Dreamy Luigi before exiting—there are more Luiginary Stache Trees in the next room.

C

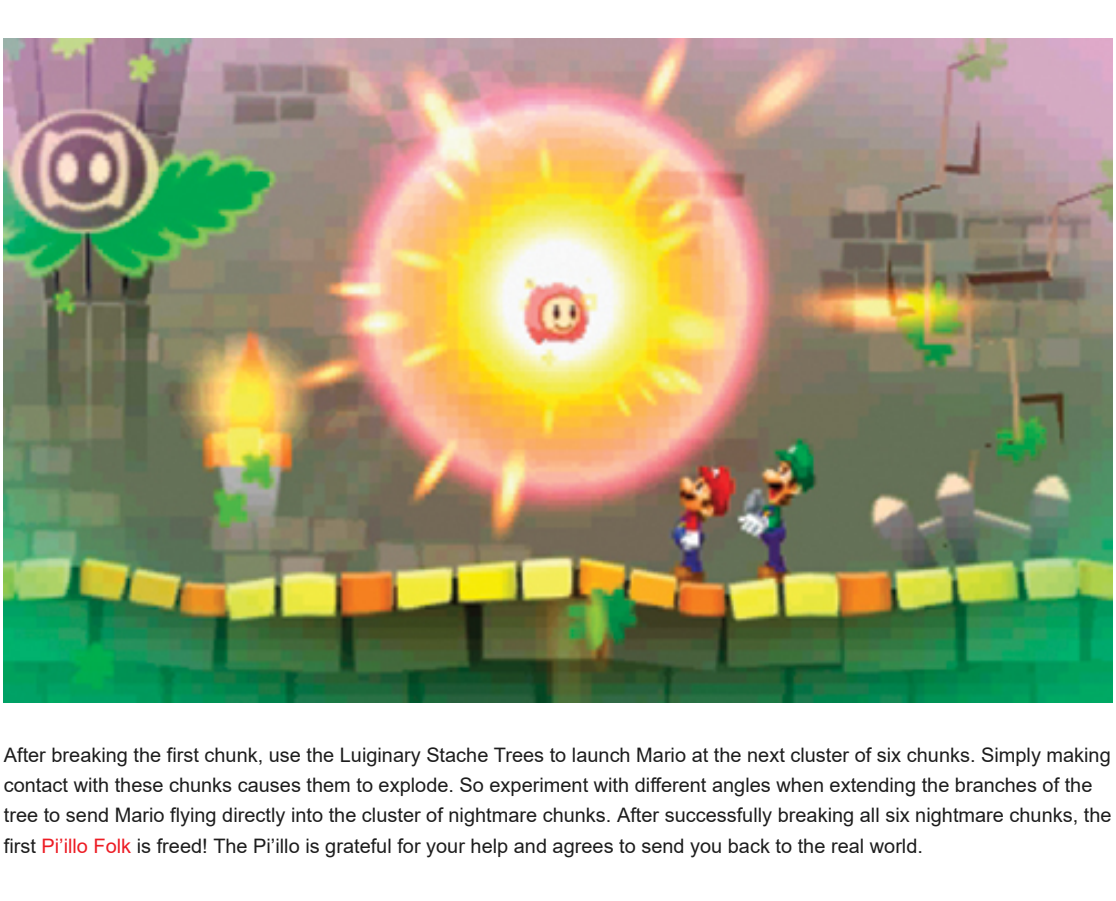


Once again, make use of the Luiginary Stache Trees here to advance upward through this room, launching Mario toward the upper-level platforms. There are also a couple of moving platforms here you must negotiate to reach the top. Strike the Event Block in the upper-right corner of the room to extend a bridge leading to the next area.

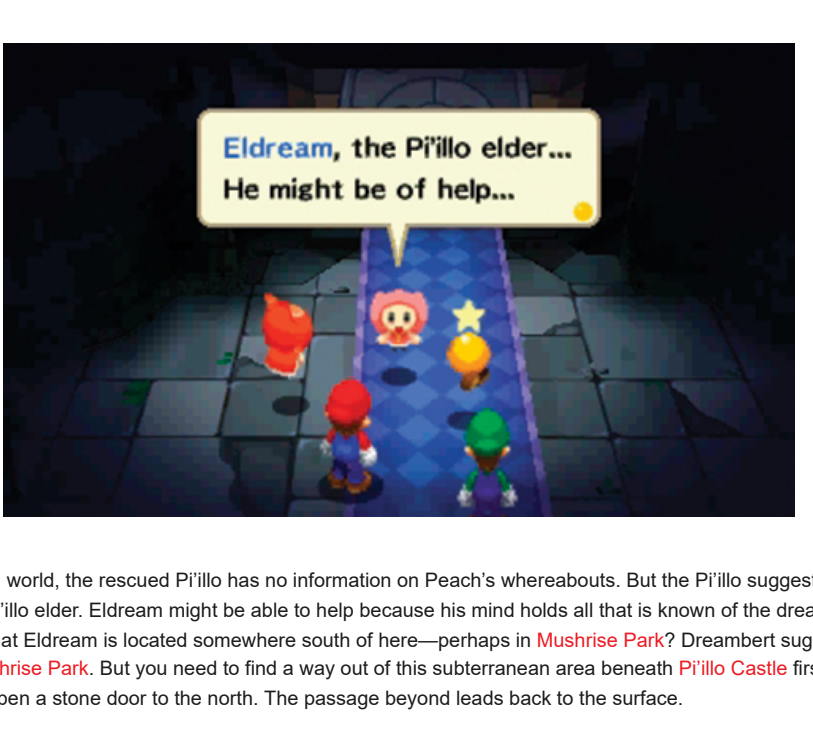
D



One nightmare chunk is visible upon entering this room. But Dreambert warns that the soul of the Pi'illo trapped here is encased within multiple nightmare chunks—you must break them all to set the Pi'illo free! Stand beneath the first nightmare chunk and strike it repeatedly to break it. The number of nightmare chunks yet to be broken appears in the bottom right of the screen, serving as a handy indicator of your progress—there are six more chunks remaining.



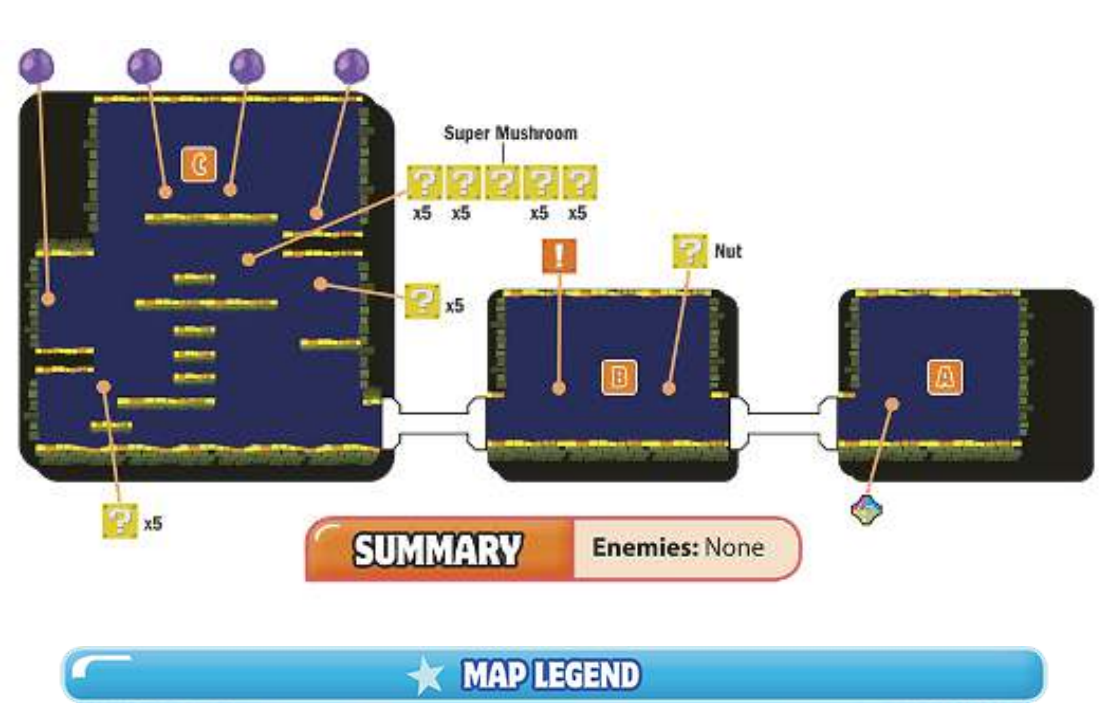
After breaking the first chunk, use the Luiginary Stache Trees to launch Mario at the next cluster of six chunks. Simply making contact with these chunks causes them to explode. So experiment with different angles when extending the branches of the tree to send Mario flying directly into the cluster of nightmare chunks. After successfully breaking all six nightmare chunks, the first Pi'illo Folk is freed! The Pi'illo is grateful for your help and agrees to send you back to the real world.



Back in the real world, the rescued Pi'illo has no information on Peach's whereabouts. But the Pi'illo suggests checking with Eldream, the Pi'illo elder. Eldream might be able to help because his mind holds all that is known of the dream world. The Pi'illo senses that Eldream is located somewhere south of here—perhaps in Mushrise Park? Dreambert suggests heading directly for Mushrise Park. But you need to find a way out of this subterranean area beneath Pi'illo Castle first. This prompts Dreambert to open a stone door to the north. The passage beyond leads back to the surface.

Advance through this passage, battling Bloatulas along the way. There are also a few ? Blocks here, containing items and coins. Along the way you encounter another purple pillow. Interact with it to enter the dream world once again.

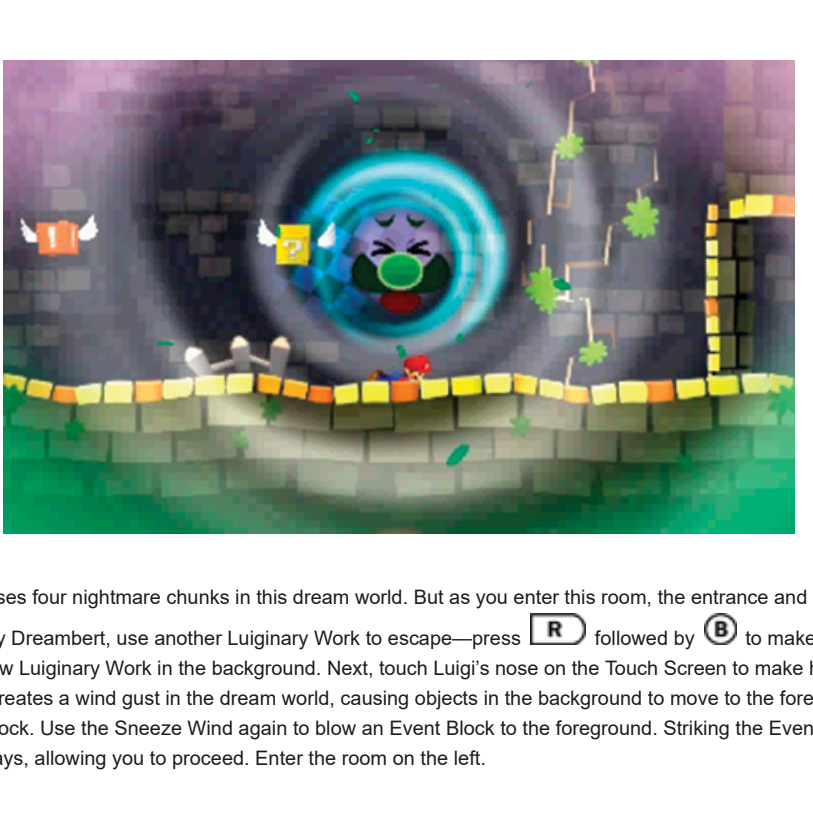
Dream World (B)



SUMMARY
Enemies: None

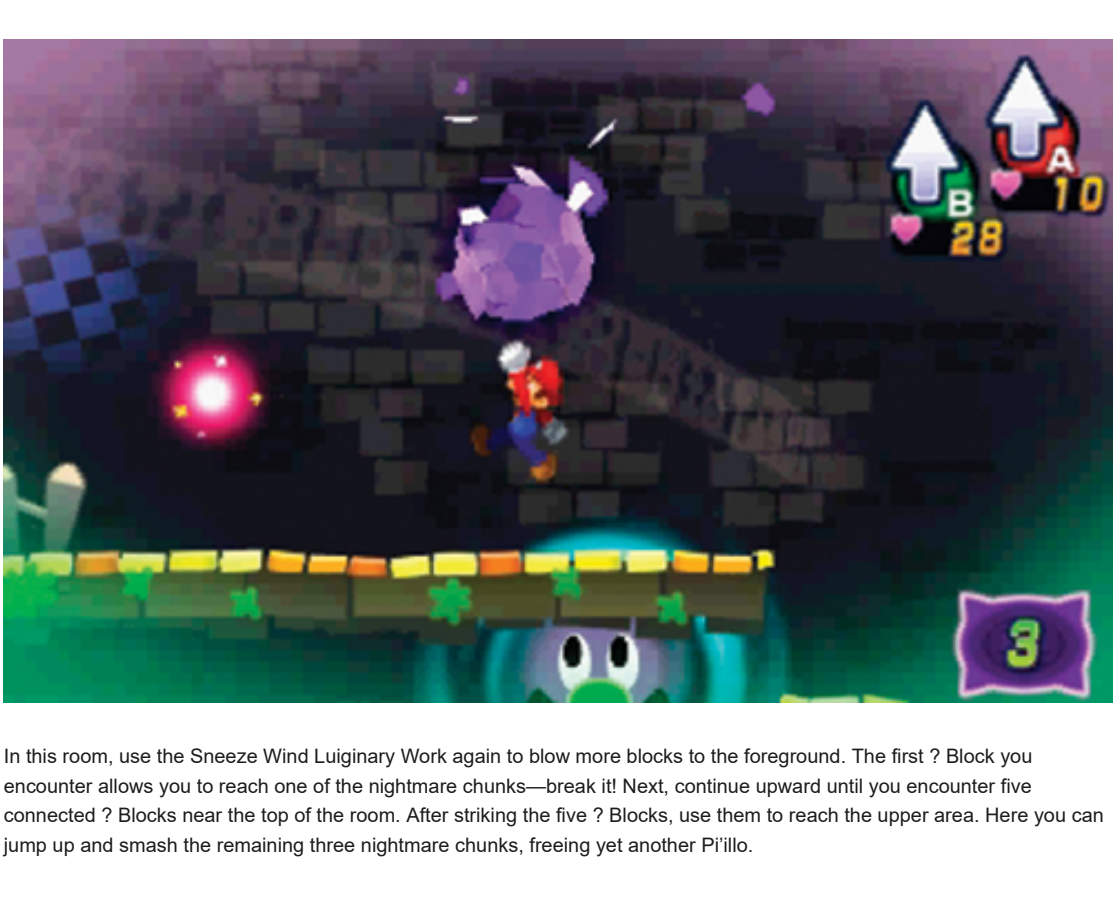
MAP LEGEND
- Dream World Location
- ? Block
- Shop
- M Block
- L Block
- Save Block
- Event Block
- Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

A

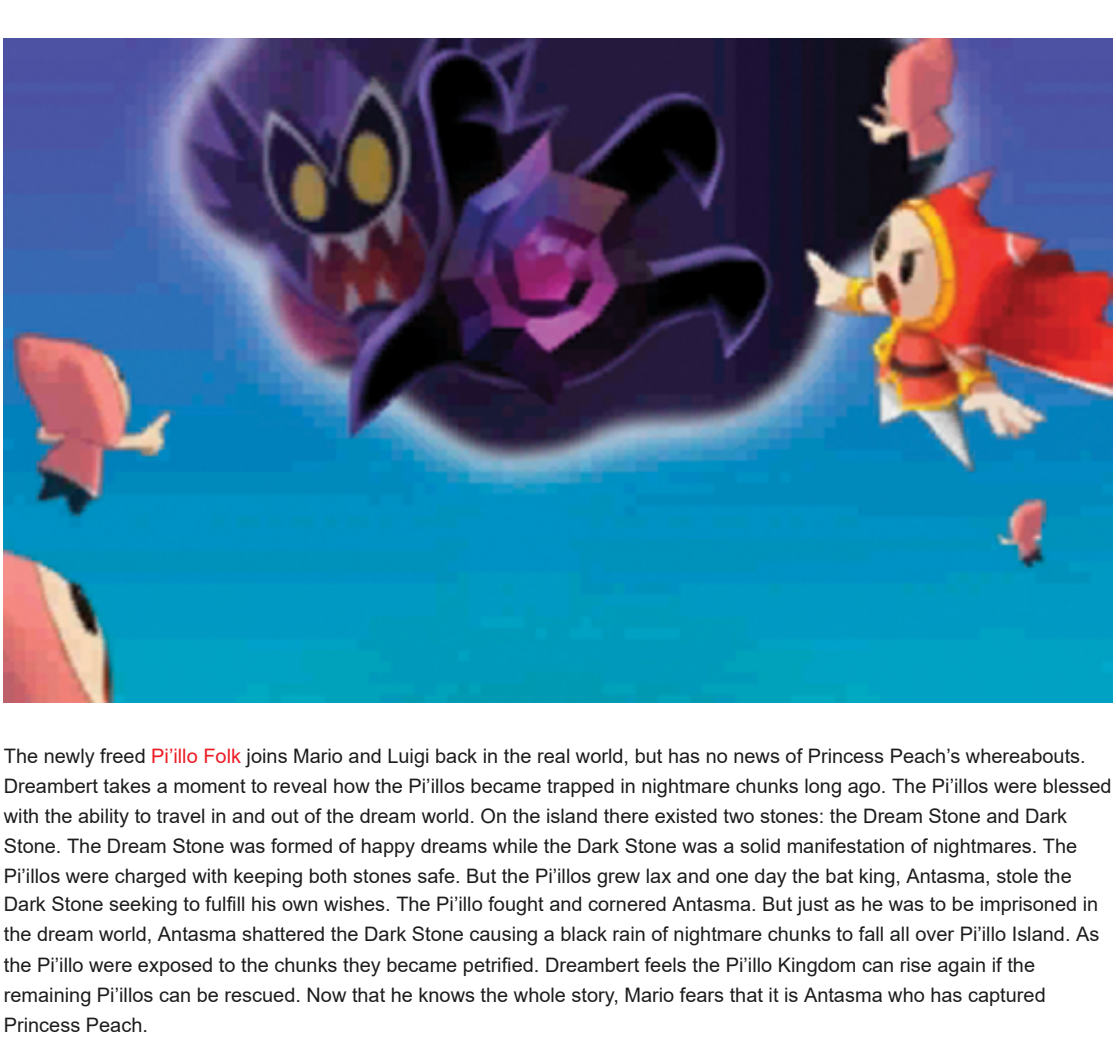


Dreambert senses four nightmare chunks in this dream world. But as you enter this room, the entrance and exit are sealed. As instructed by Dreambert, use another Luiginary Work to escape—press R followed by Ⓑ to make Dreamy Luigi one with the new Luiginary Work in the background. Next, touch Luigi's nose on the Touch Screen to make him sneeze. This Sneeze Wind creates a wind gust in the dream world, causing objects in the background to move to the foreground, including the nearby ? Block. Use the Sneeze Wind again to blow an Event Block to the foreground. Striking the Event Block opens blocked doorways, allowing you to proceed. Enter the room on the left.

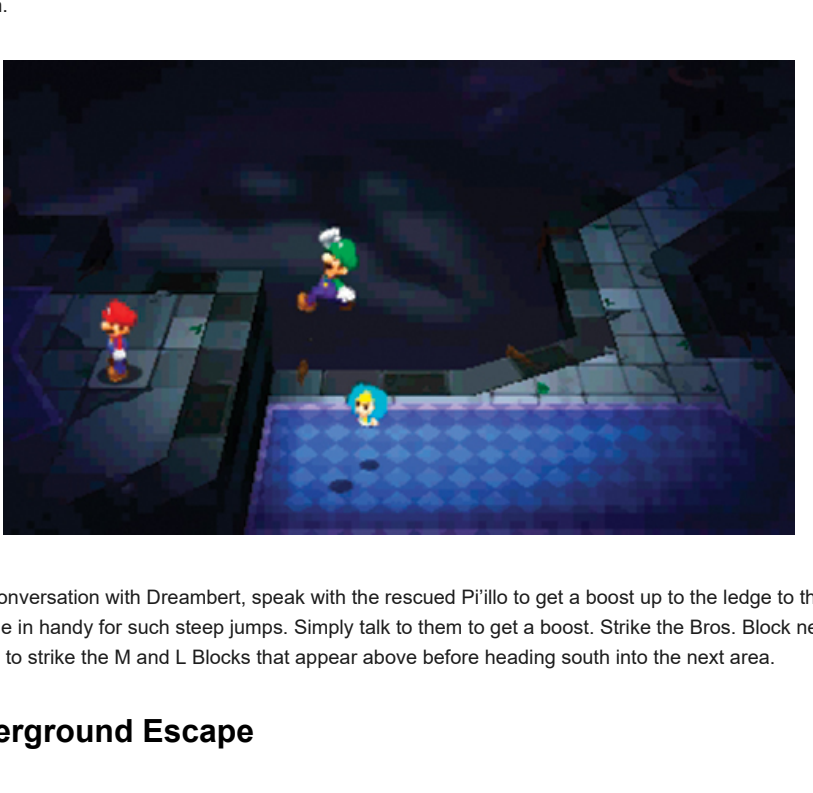
B



In this room, use the Sneeze Wind Luiginary Work again to blow more blocks to the foreground. The first ? Block you encounter allows you to reach one of the nightmare chunks—break it! Next, continue upward until you encounter five connected ? Blocks near the top of the room. After striking the five ? Blocks, use them to reach the upper area. Here you can jump up and smash the remaining three nightmare chunks, freeing yet another Pi'illo.

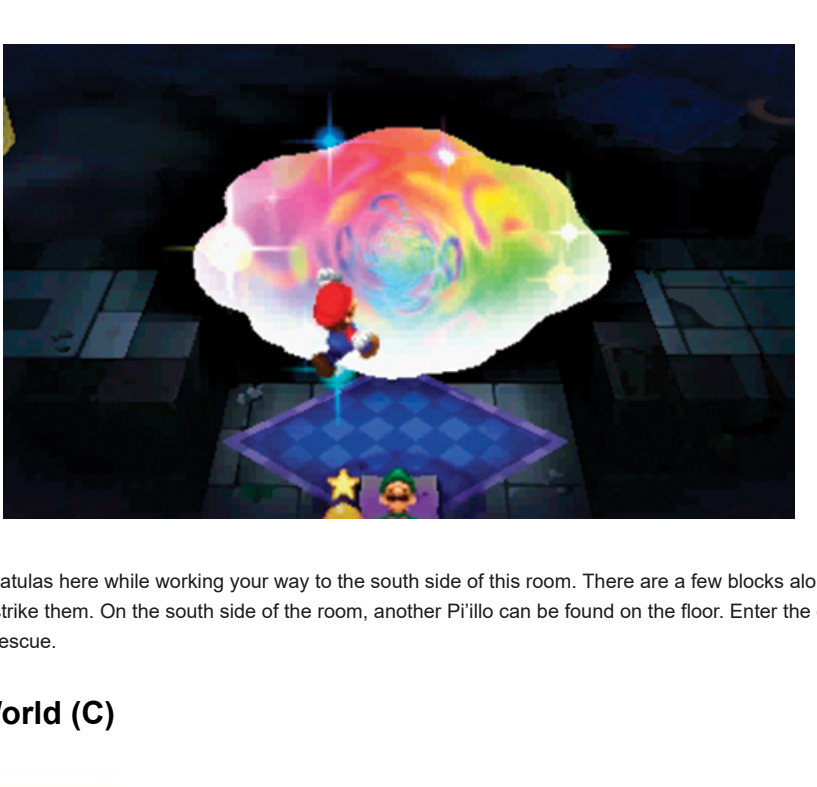


The newly freed Pi'illo Folk joins Mario and Luigi back in the real world, but has no news of Princess Peach's whereabouts. Dreambert takes a moment to reveal how the Pi'illos became trapped in nightmare chunks long ago. The Pi'illos were blessed with the ability to travel in and out of the dream world. On the island there existed two stones: the Dream Stone and Dark Stone. The Dream Stone was formed of happy dreams while the Dark Stone was a solid manifestation of nightmares. The Pi'illos were charged with keeping both stones safe. But the Pi'illos grew lax and one day the bat king, Antasma, stole the Dark Stone seeking to fulfill his own wishes. The Pi'illo fought and cornered Antasma. But just as he was to be imprisoned in the dream world, Antasma shattered the Dark Stone causing a black rain of nightmare chunks to fall all over Pi'illo Island. As the Pi'illo were exposed to the chunks they became petrified. Dreambert feels the Pi'illo Kingdom can rise again if the remaining Pi'illos can be rescued. Now that he knows the whole story, Mario fears that it is Antasma who has captured Princess Peach.



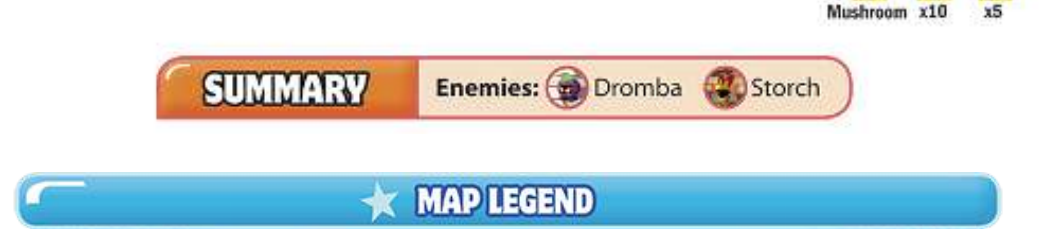
Following the conversation with Dreambert, speak with the rescued Pi'illo to get a boost up to the ledge to the west. Rescued Pi'illos can come in handy for such steep jumps. Simply talk to them to get a boost. Strike the Bros. Block nearby, then use Mario and Luigi to strike the M and L Blocks that appear above before heading south into the next area.

③ Underground Escape



Engage the Bloatulas here while working your way to the south side of this room. There are a few blocks along the way, so don't forget to strike them. On the south side of the room, another Pi'illo can be found on the floor. Enter the dream world to stage another rescue.

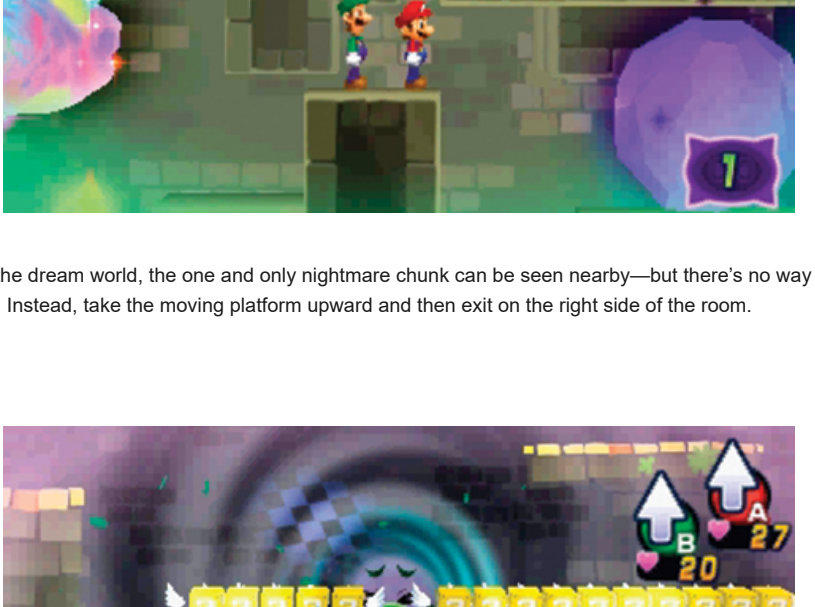
Dream World (C)



SUMMARY
Enemies: Dromba Storch

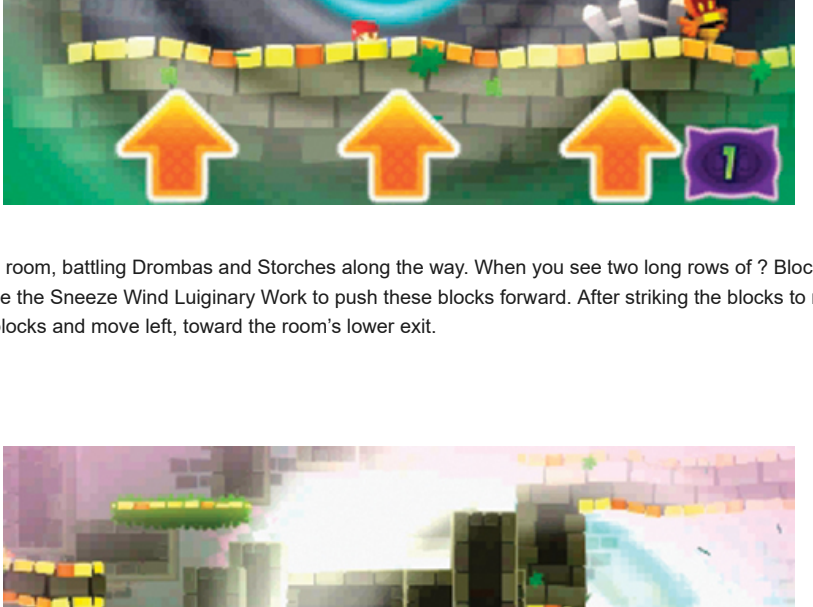
MAP LEGEND
- Dream World Location
- ? Block
- Shop
- M Block
- L Block
- Save Block
- Event Block
- Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

A



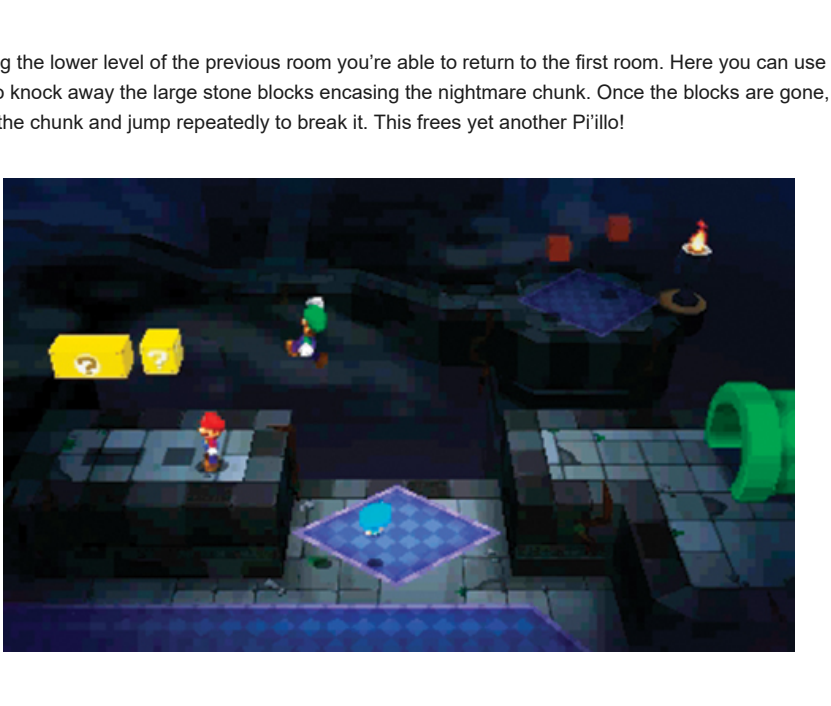
Upon entering the dream world, the one and only nightmare chunk can be seen nearby—but there's no way to break this massive chunk. Instead, take the moving platform upward and then exit on the right side of the room.

B

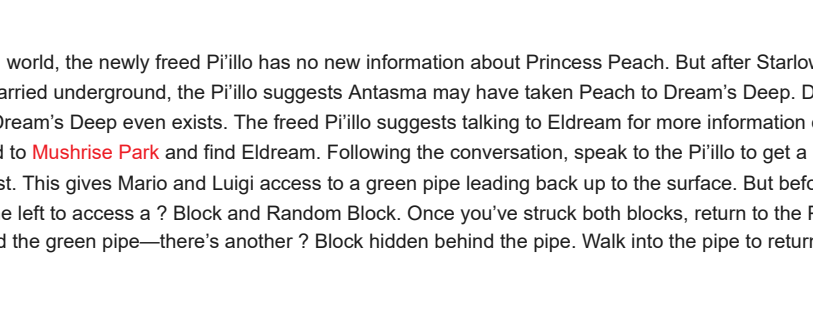


Advance to this room, battling Drombas and Storches along the way. When you see two long rows of ? Blocks in the background, use the Sneeze Wind Luiginary Work to push these blocks forward. After striking the blocks to retrieve coins, jump atop the blocks and move left, toward the room's lower exit.

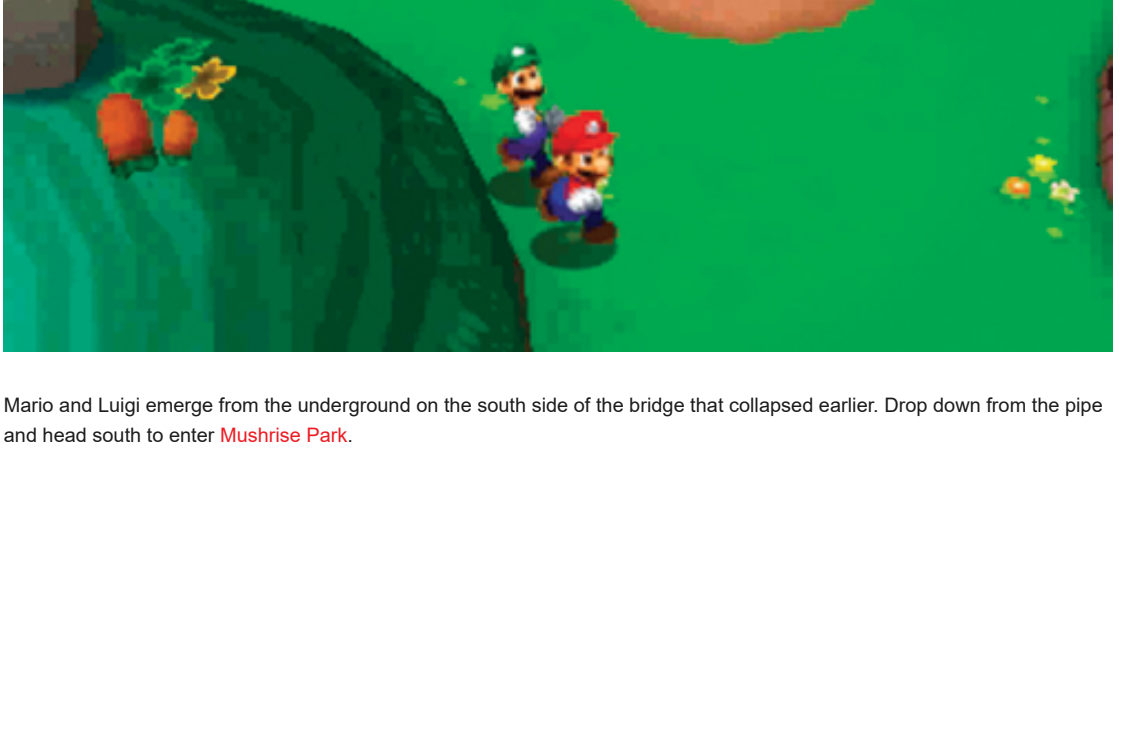
C



By moving along the lower level of the previous room you're able to return to the first room. Here you can use another Sneeze Wind to knock away the large stone blocks encasing the nightmare chunk. Once the blocks are gone, maneuver Mario beneath the chunk and jump repeatedly to break it. This frees yet another Pi'illo!

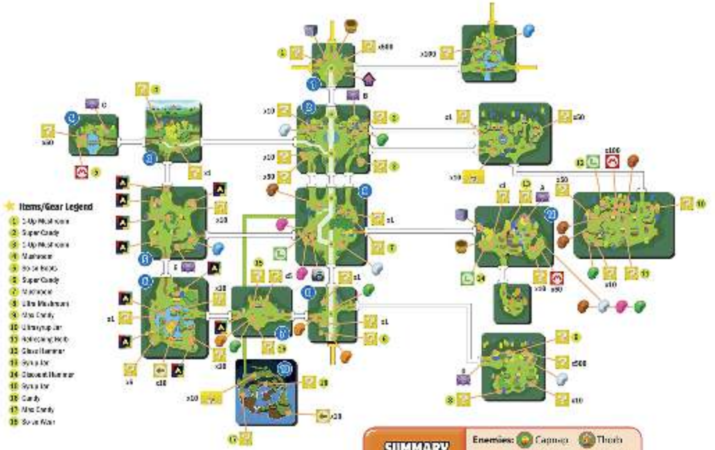


Back in the real world, the newly freed Pi'illo has no new information about Princess Peach. But after Starlow mentions the Princess was carried underground, the Pi'illo suggests Antasma may have taken Peach to Dream's Deep. Dreambert seems surprised that Dream's Deep even exists. The freed Pi'illo suggests talking to Eldream for more information on Dream's Deep. It's time to head to Mushrise Park and find Eldream. Following the conversation, speak to the Pi'illo to get a boost up to the ledge to the east. This gives Mario and Luigi access to a green pipe leading back up to the surface. But before jumping to the right, jump to the left to access a ? Block and Random Block. Once you've struck both blocks, return to the Pi'illo and jump to the right, toward the green pipe—there's another ? Block hidden behind the pipe. Walk into the pipe to return to the surface.



Mario and Luigi emerge from the underground on the south side of the bridge that collapsed earlier. Drop down from the pipe and head south to enter Mushrise Park.

Mushrise Park



SUMMARY

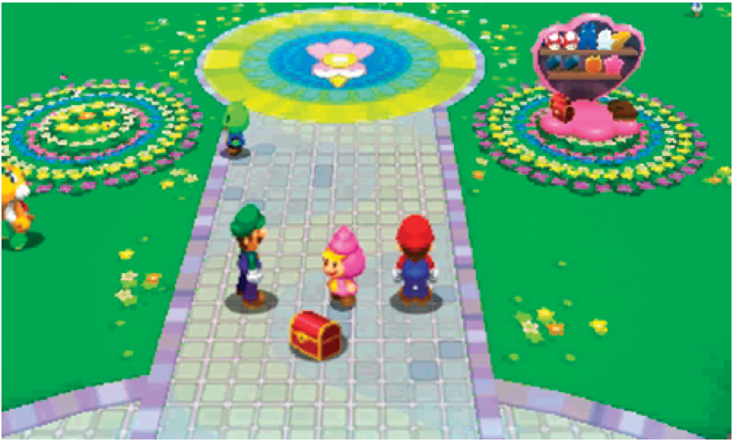
Enemies: Capmeg, Thorb, Ribbee, Grobot

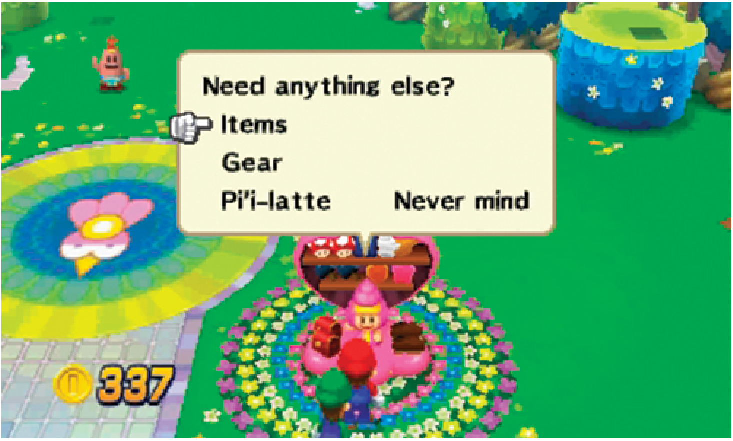
Attack Pieces: 10	Pi'illos: 5	Beans: 22

MAP LEGEND

- ⑩ Real World Location
- ? ? Block
- M Block
- Shop
- L Block
- Bros. Block
- ! Event Block
- ? Random Block
- Save Block
- Camera Block
- Pi'illo
- Bros. Bean
- Defense Bean
- Heart Bean
- Power Bean
- Speed Bean
- Stache Bean
- Portal
- Warp Pipe
- A Attack Piece

① Shop 'N Save





Need anything else?

Following your climb out of the Pi'illo Castle Underground, it's a good time to save your game. Fortunately, there's a Save Block right here, as well as a shop. Save your game and then head over to the shop to check out the inventory. Initially the shopkeeper isn't present. Move toward the box on the southern path to summon the shopkeeper—apparently this box blew away during a wind gust. But now that the shopkeeper has gathered the strewn about merchandise, the shop is open for business. In addition to selling items and gear, the shop also sells a restorative drink called Pi'I-latte—it only costs 10 coins and restores both Mario and Luigi's HP and BP. But since you're new customers, the shopkeeper gives Mario and Luigi a sample for free. Check out the shop's gear and consider upgrading to Picnic Boots or So-so Wear. When you're finished shopping, head south.

Mushrise Park Shop Inventory

Items

Merchandise	Coins
Mushroom	10
Nut	25
Syrup Jar	20
1-Up Mushroom	50

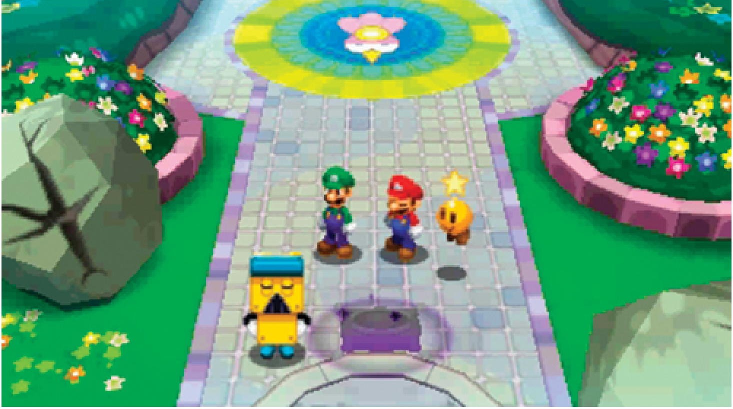
Gear

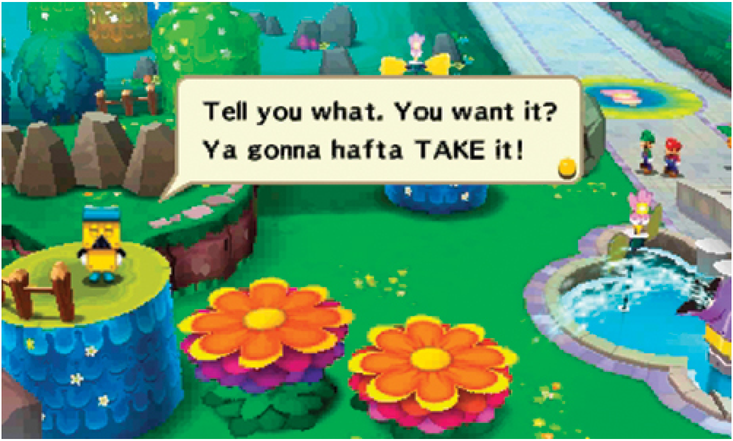
Merchandise	Coins
Discount Boots	100
Picnic Boots	190
Picnic Wear	70
Cozy Wear	90
So-so Wear	140
Thick Gloves	20
Discount Hammer*	100
Picnic Hammer*	190
Celebrity Boots**	2000
Celebrity Hammer**	2000
Metal Wear**	1500
HP Scarf DX**	3750
BP Scarf DX**	4500
BP Bangle DX**	4500

* = available after visiting Dozing Sands

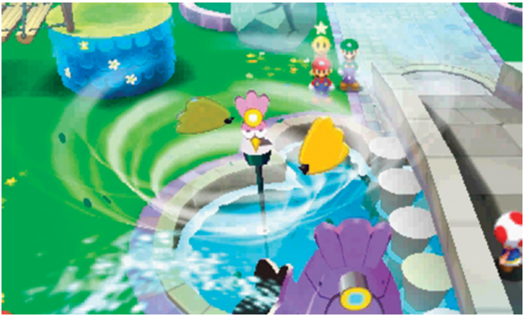
** = available after visiting Somnom Woods

② Windmill Repair

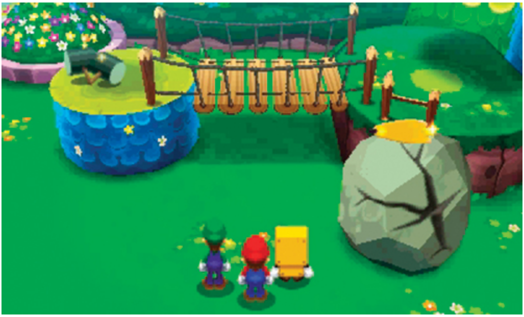




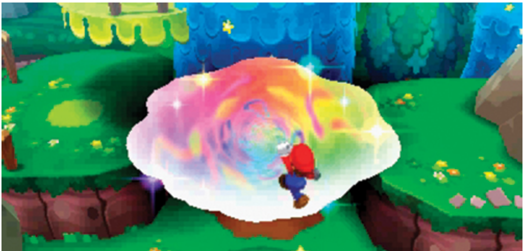
As you enter this area, two Brocks are busy discussing the unsightly appearance of several massive boulders—apparently the same gust of wind that scattered the shop's merchandise also moved these rocks. As Mario and Luigi approach Boss Brickle, the supervisor, Starlow appears and asks if he's seen a special pillow inside the park. Brickle immediately produces a pillow and says there's many of them in the park. But Brickle isn't ready to give up his pillow just yet—he darts off to the west with the pillow.



Before Mario and Luigi can chase after Brickle, a sudden gust of wind blows through the park and scatters the yellow feathers attached to the bird-like windmill by the fountain—one lands on a rock to the east and another lands in an area to the southwest. The windmill powered the fountain responsible for watering the Bounce Flowers to the west. Without water, the Bounce Flowers retract, preventing Mario and Luigi from chasing down Brickle. You'll need to retrieve those feathers before you can find Brickle.

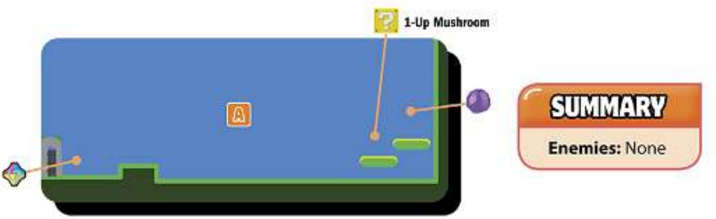


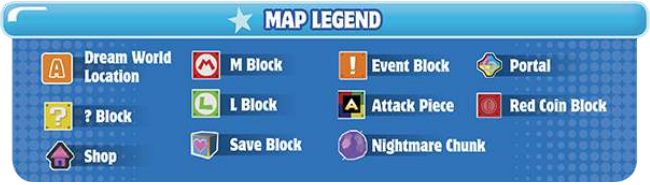
Focus on retrieving the feather to the east first—it's located atop a boulder. You'll need to find a way to break that boulder. Speak to the Brock by the boulder for a hint—he says he could break the boulder but has misplaced his hammers. His hammers are located on the western side of the nearby bridge—you need to find a way to get up there…and you can't make that jump.



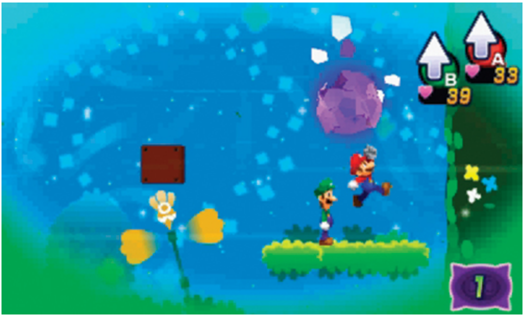
Move to the east of the boulder to locate this pillow on the ground. Immediately enter the dream world to free another Pi'illo Folk.

Dream World (B)

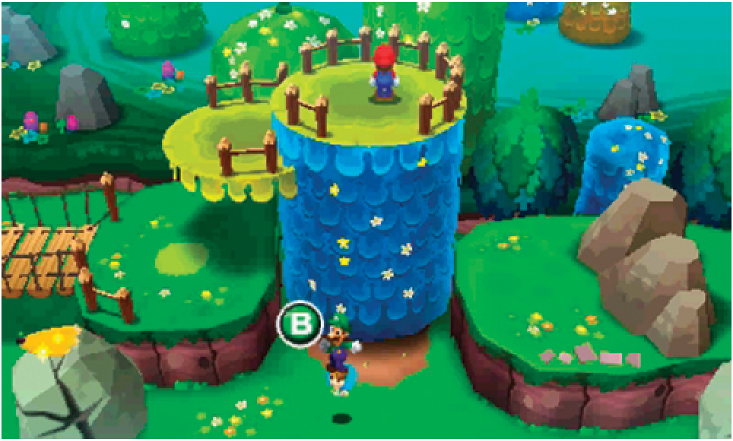


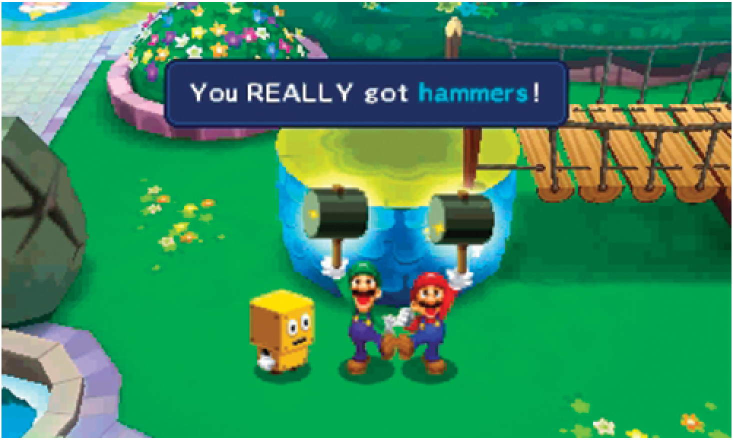


A

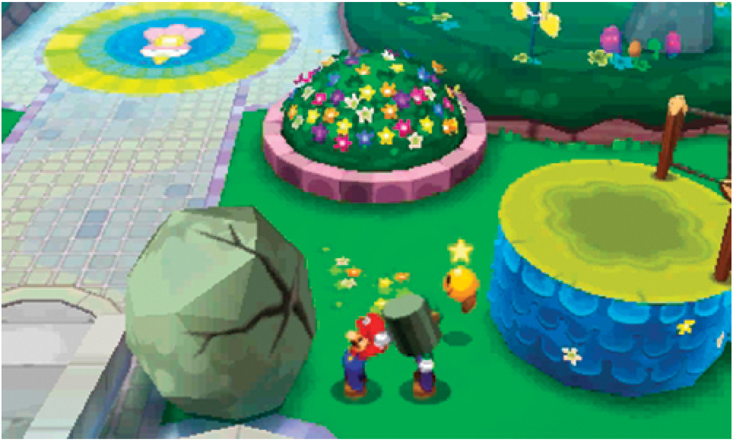


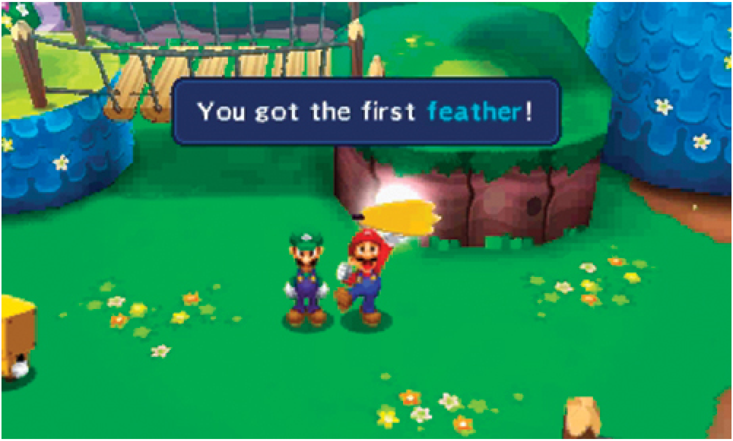
This is a very small dream world with only one nightmare chunk. Jump over the boulders while moving to the right. Strike a ? Block along the way to acquire a 1-Up Mushroom, then proceed to the nightmare chunk and break it. That's it—you saved another Pi'illo Folk!





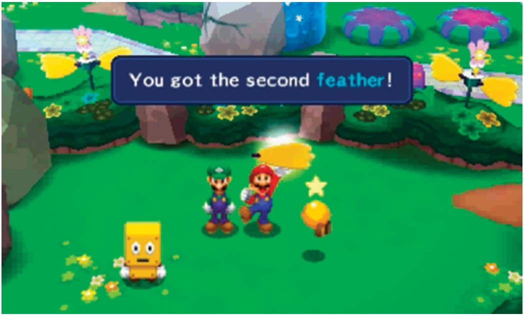
When you return to the real world, speak with the newly freed Pi'illo Folk to get a boost up to the nearby plateau-like platform to the north. From there you can cross the bridge to the west and retrieve the Brock's lost hammers. The Brock is overjoyed at your success and decides to let Mario and Luigi keep the hammers as a reward.





You got the first feather!

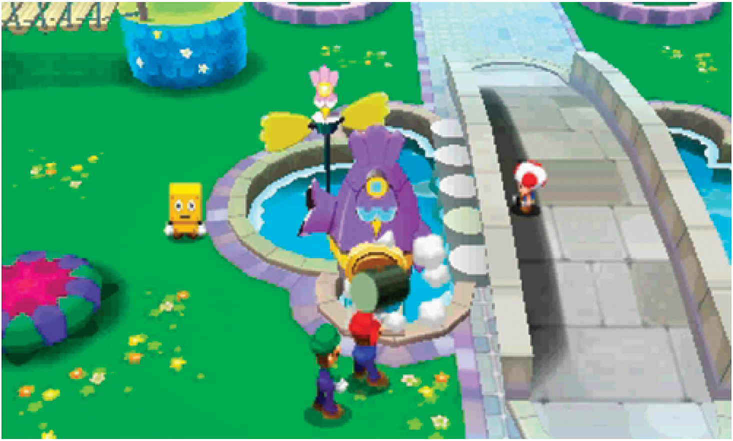
Now that you have hammers, put them to use by breaking the nearby boulder, as instructed by the Brock. Boulders can be destroyed with a single hit, but you must strike them along their cracked side. Press R to switch to the hammer, then give the boulder a whack by pressing Ⓐ. There are numerous boulders in this area that can be smashed. But the most important one now is the one to the west, holding one of the windmill's feathers—strike the boulder to retrieve the first feather.

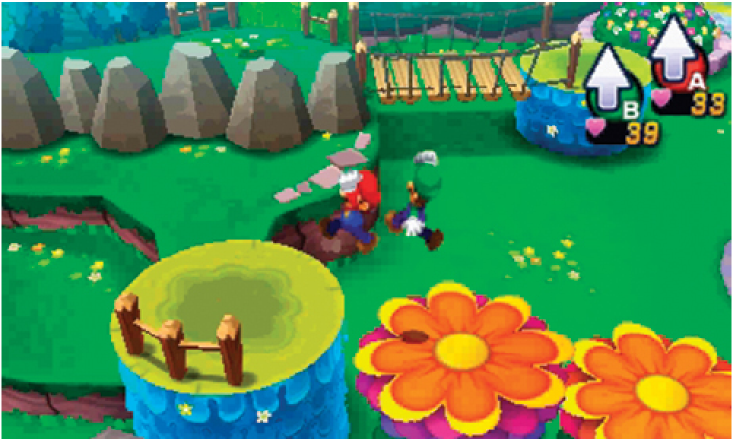


Now it’s time to find that second feather. It’s located on the southwest corner, in an area blocked by a boulder. You know what to do! Smash the boulder with your hammer and then approach the feather. But before Mario grabs the feather, Mario and Luigi notice a Brock laying face down—Starlow theorizes that the feather must have hit him on the head. But it turns out he was just napping in this isolated area. Grab the feather and return to the fountain.

Tip

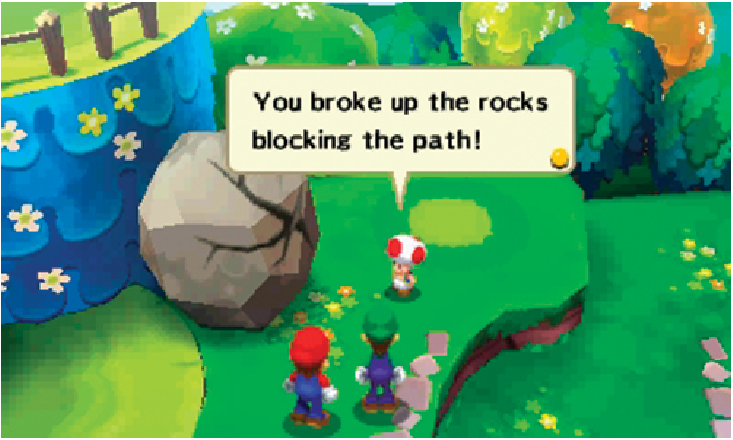
Before leaving the area where you found the second feather, smash a few boulders to the west to access a pair of ? Blocks. Both ? Blocks contain coins.



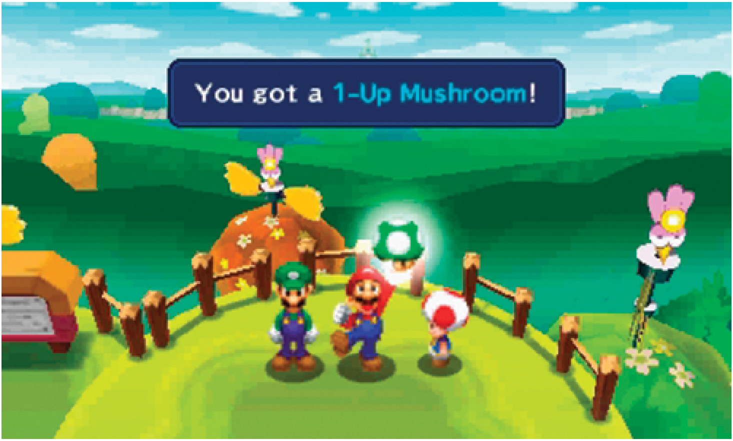


Return to the Brock by the fountain and hand over the feathers—he can now fix the windmill. Once the windmill is repaired, strike the large red switch on the fountain using your hammer. As water spews from the fountain, the nearby Bounce Flowers open back up, allowing you to proceed to the west. Jump across the Bounce Flowers to reach the west side, then smash a boulder blocking the western path—this restores access to this area from the west. When you're done breaking boulders, exit the area by moving west.

③ Lookout Restoration



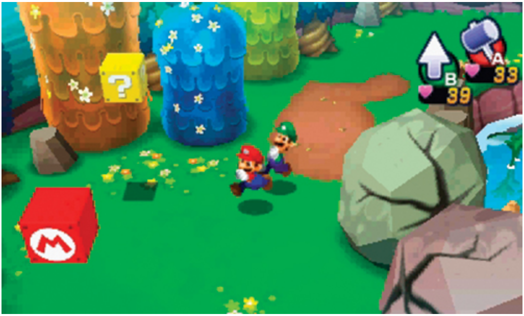
You broke up the rocks blocking the path!



You got a 1-Up Mushroom!

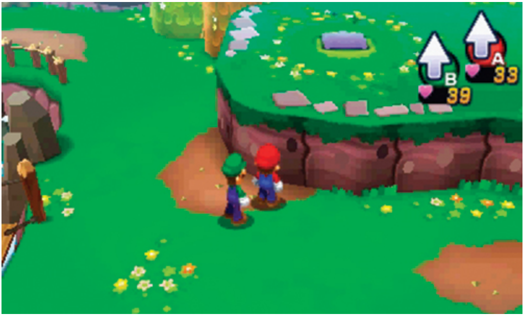
The entrance to this area is blocked by more boulders. Equip your hammer and smash away. Strike more boulders to the north to clear a path to the lookout, pleasing a Toad. Follow the Toad to the lookout—you can see Pi'illo Castle from all the way up here. The Toad thanks you by rewarding you with a 1-Up Mushroom. From the lookout, head to the west side of the area and break more boulders. Next, head to the area to the west.

④ Pond Clean-up



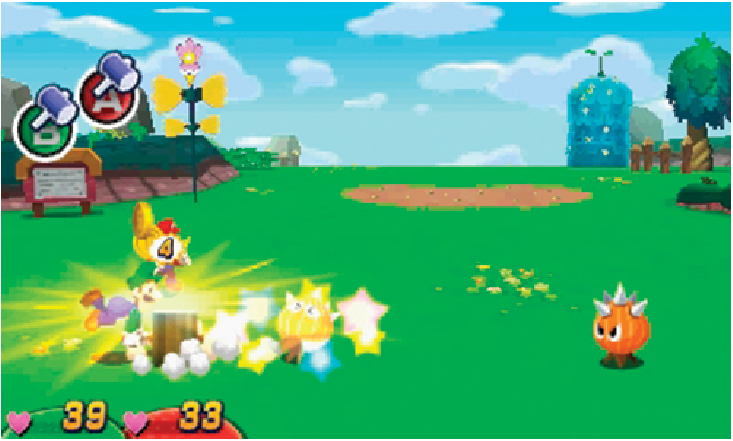
This small dead-end area features a pond surrounded by several boulders. Use your hammer to smash the boulders and retrieve a few coins in the process. On the west side you can also strike a ? Block and an M Block. The ? Block contains coins and the M Block holds a pair of So-so Boots.

Note

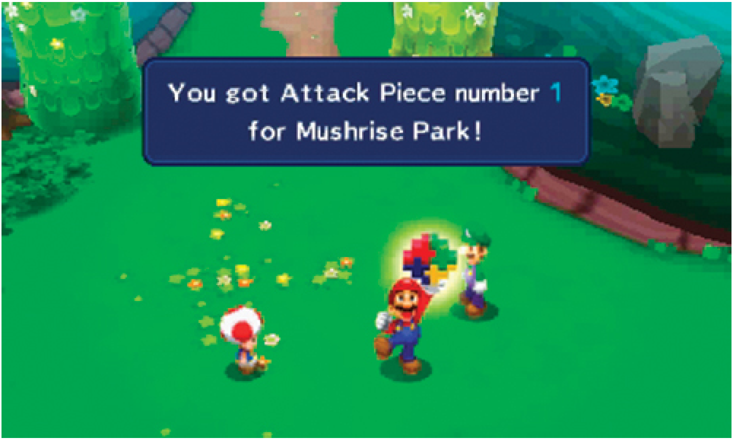


You can't reach the pillow on this ledge from the lower path. Instead, return to the area to the west and take the upper path back to this area to rescue this Pi'illo (C).

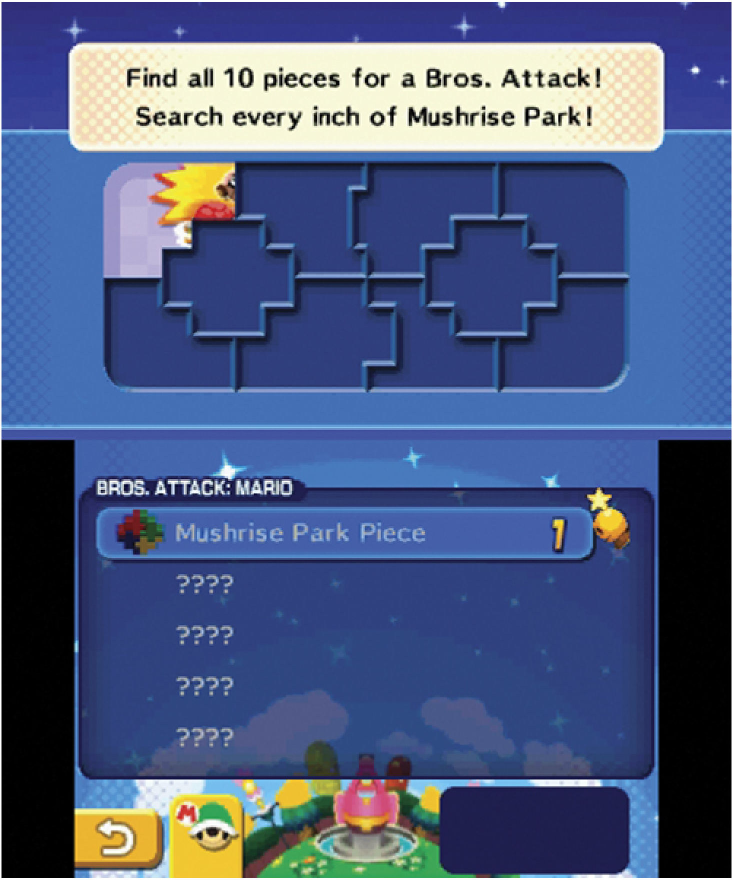
⑤ Attack Piece Primer



Upon entering this area a Toad has come under attack by two Thorbs. Mario and Luigi jump into battle to help. Starlow interrupts the battle to advise using hammers against these spiky enemies—you definitely don't want to jump on these guys. Successfully using a hammer in battle is a bit tricky, so listen carefully to Starlow's advice during this tutorial. He even offers some useful hints when it comes to performing counterattacks with your hammer. Keep hitting the Thorbs with your hammers until you're victorious.



You got Attack Piece number 1 for Mushrise Park!



Find all 10 pieces for a Bros. Attack!
Search every inch of Mushrise Park!

BROS. ATTACK: MARIO

Mushrise Park Piece 1

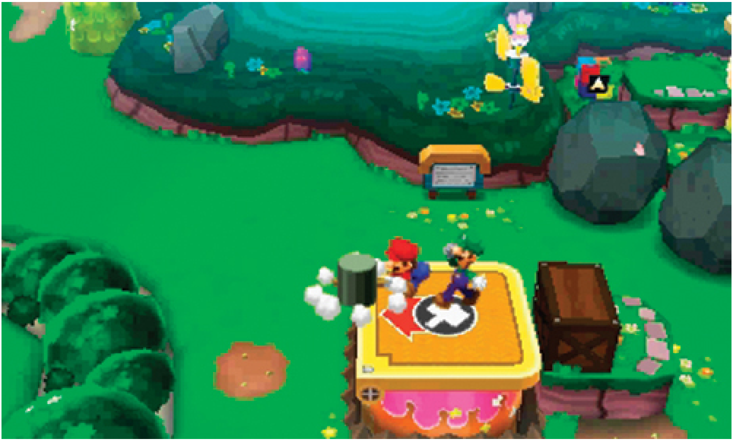
????

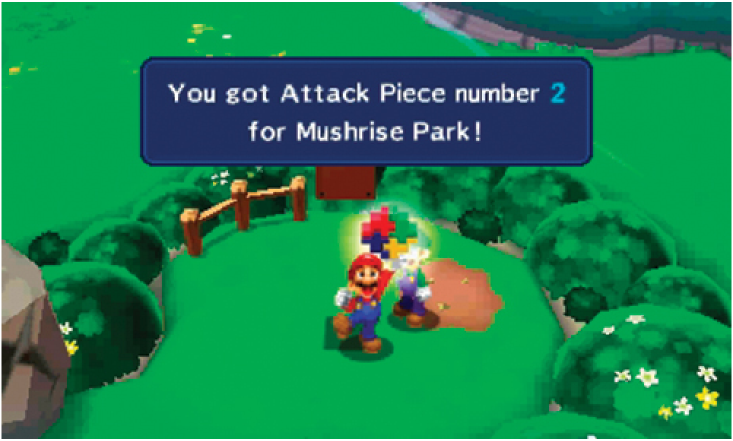
????

????

????

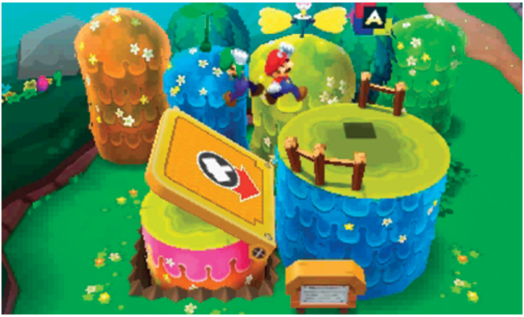
Following the battle, the grateful Toad you saved offers an Attack Piece as a reward. Attack Pieces can be found in special blocks scattered around Mushrise Park and other regions on Pi'illo Island. The guide map on the Touch Screen shows the location of four more Attack Pieces in this area. You can see the number of Attack Pieces you currently have in the menu—select Guide followed by Attacks. Here you can see the number of Attack Pieces you have for each region. Attack Pieces are like puzzle pieces, with ten total in each region. Upon finding all ten Attack Pieces in each region you unlock a new Bros. Attack. The Toad promises to turn over any other Attack Pieces he finds.



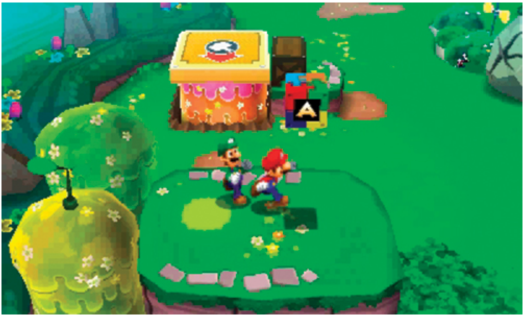


You got Attack Piece number 2
for Mushrise Park!

Take time out from your search for Brickle to gather a few Attack Pieces in this area. Start by standing atop the Slingshroom to the east. Give the Slingshroom two whacks with your hammer and watch as it launches Mario and Luigi toward the cordoned-off area in the center. Here you find yet another Attack Piece. Smash your way through the boulders to escape and move toward the next Attack Piece in the northwest.



Stand atop this other Slingshroom and strike it once with your hammer to reach the Attack Piece on this high plateau in the northwest.

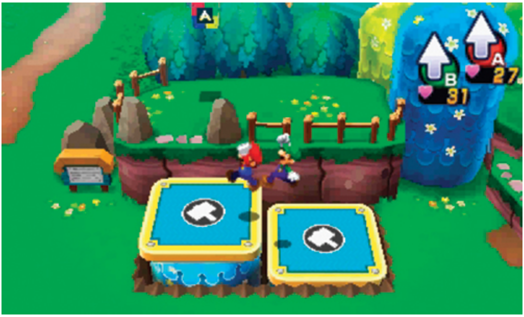


The next Attack Piece is located in the southwest. Use yet another Slingshroom to reach this one. This is all the Attack Pieces you can retrieve now—the one in the northeast corner can be retrieved later. So once you're finished exploring this area, head south.

Tip

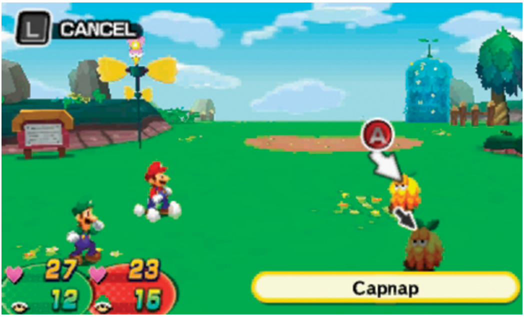
While scouring the area for Attack Pieces, beware of the Thorbs scurrying about. Don’t initiate battles with these enemies by jumping on top of them. Instead, use your hammer to perform a preemptive attack.

⑥ Attack Piece Round-up

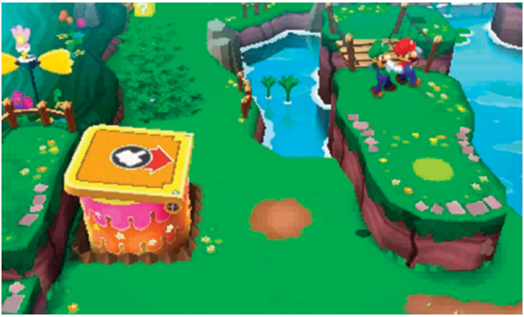


There are four more Attack Pieces in this area. Start by retrieving the one on the north side, using a Seesawshroom to reach it. Smack the Seesawshroom on the right to create a set of steps leading up to the northern plateau where the Attack Piece is waiting.

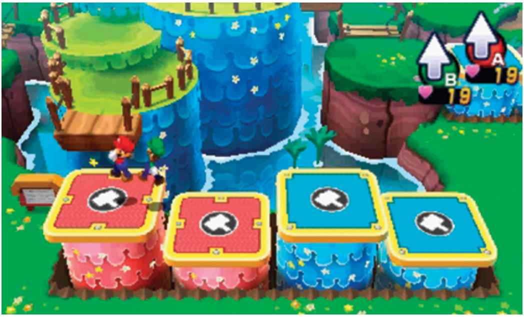
Caution



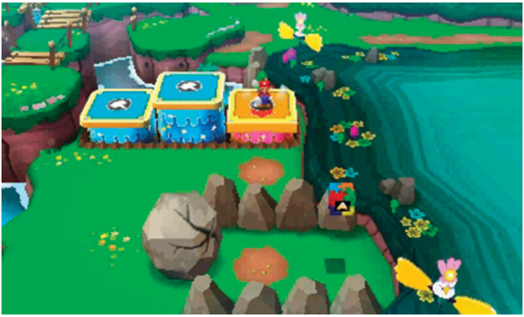
Be on the watch for Capnaps while exploring this area. Unlike Thorbs, you can use Jump attacks to perform preemptive attacks. During battle, Jump attacks are most effective against these enemies. Take the time to battle all the Capnaps in this area to gain more EXP.



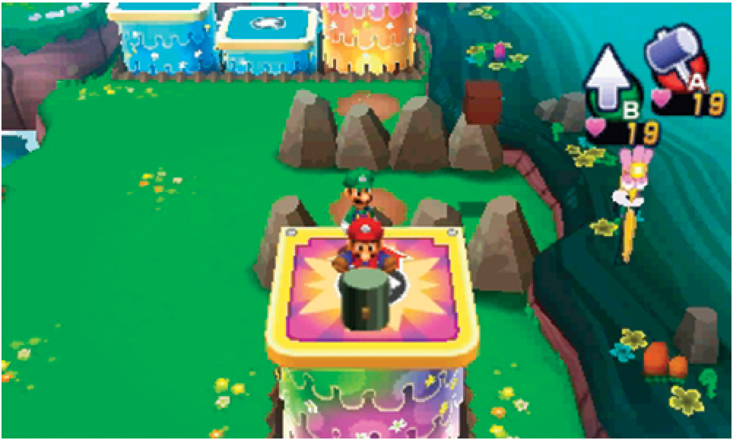
Next, use the Slingshroom on the west side to reach the nearby plateau and bridge where you can retrieve another Attack Piece.

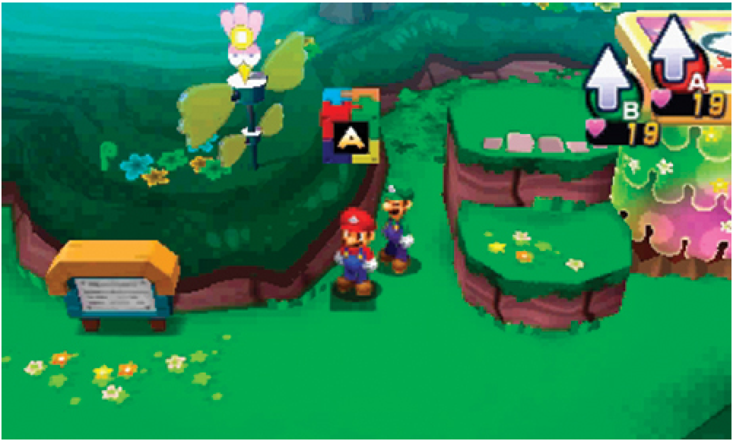


On the south side, arrange the Seesawshrooms into this configuration so you can reach the next Attack Piece, located on a high plateau near the center. After obtaining the Attack Piece, strike the Bros. Block to the immediate east before returning to the ground.



Now move to the southeast corner and arrange the Seesawshrooms so you can reach the adjacent Slingshroom. Strike the Slingshroom twice with your hammer to launch yourself into the blocked area in the corner. Grab the Attack Piece here, then smash the boulder to the west to escape.

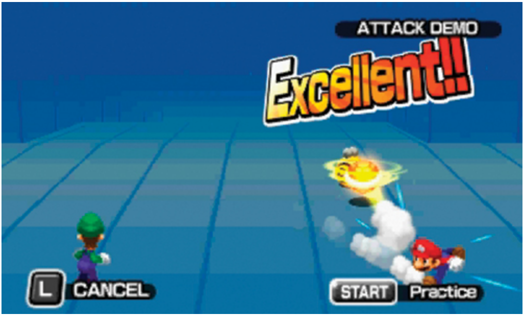




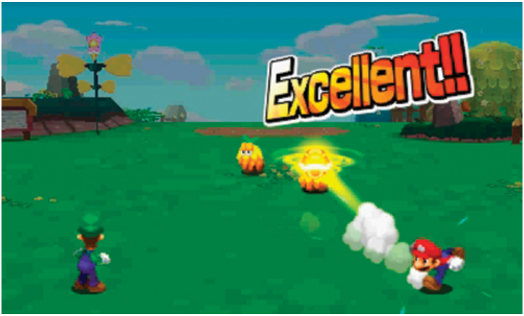
Return to the Slingshroom you just used, but this time strike it three times for increased distance. This time you're launched to the far southeast corner, landing atop another Slingshroom. Hit this Slingshroom once with your hammer to send Mario and Luigi sailing through the air, back to the area to the north. Mario and Luigi smash through a pair of boulders and land in the area previously inaccessible, next to another Attack Piece. Grab the Attack Piece. Starlow reports that you've found all the Attack Pieces in the area, but you're still missing one. Maybe it's in a different area? Use the nearby Slingshroom to return back to the area to the south. There's a ? Block that contains coins on the east side of this Slingshroom. Once back in the area to the south, exit on the east side.

Bros. Attack Primer

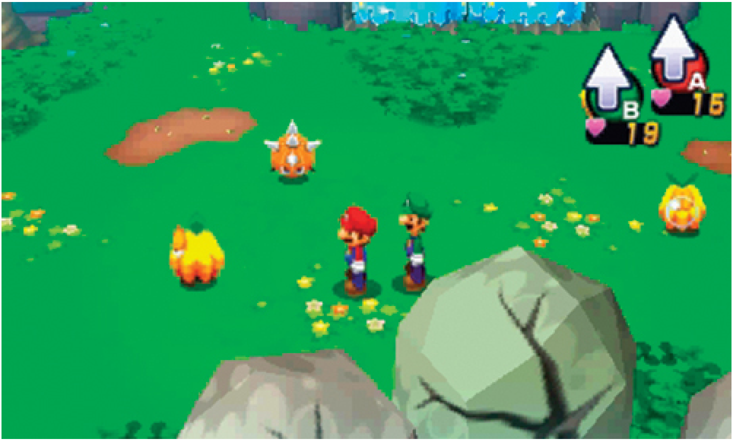
Upon entering this area, a Brock reports that Boss Brickle passed through here a while ago. But this Brock is reluctant to let Mario and Luigi enter this area due to the high concentration of monsters. Take a moment to demonstrate your expertise with jumping and hammers. But the Brock still won't let you through. Suddenly, the Toad you saved earlier appears and hands over another Attack Piece. If you've gathered the Attack Pieces in the previous areas, this is the 10th and final Attack Piece in Mushrise Park, unlocking a new Bros. Attack!

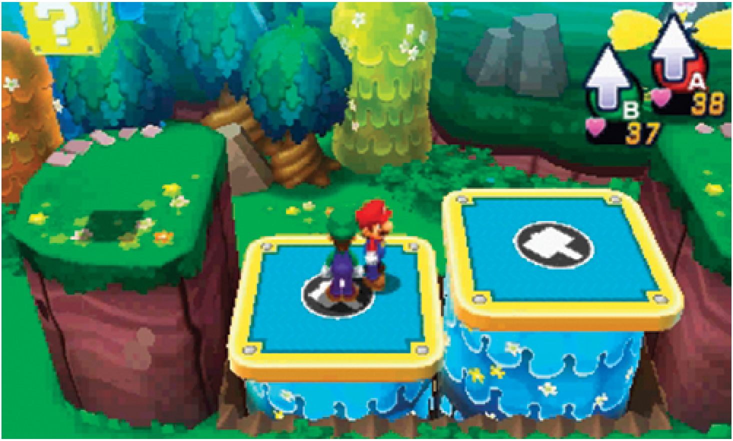


Now that you've unlocked a new Bros. Attack, Starlow guides you through how to perform and practice it—from the menu, select Guide, then Attacks. In this menu you can see that the 3D Red Shell Bros. Attack is now available. Highlight 3D Red Shell in the list and press Ⓨ to see a demonstration. The demonstration shows exactly how the attack is performed. After watching the demonstration, press •START to practice it. During practice you're in complete control. As Mario produces a red shell, alternate between pressing Ⓐ and Ⓑ, causing Mario and Luigi to kick the shell at targets in the distance. Timing and rhythm is important, particularly as the attack commences into its latter stages. Keep practicing until you score an Excellent. When you're finished practicing, exit out of the menus.



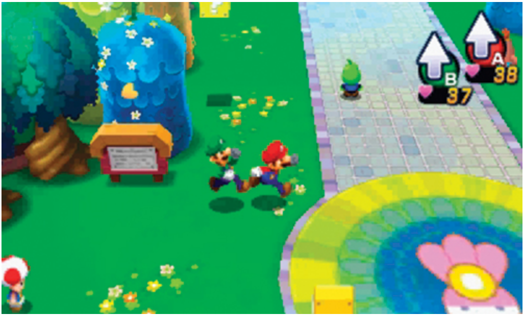
Show the Brock that you can handle yourself in this monster-infested area by using your new Bros. Attack in a battle against some Capnaps. As Mario, select the Bros. Attack Block, then choose the 3D Red Shell. Just as in practice, kick the shell at the enemies, alternating by pressing Ⓐ and Ⓑ . Each time a Capnap is struck by the shell, it incurs damage. Bros. Attacks like this allow you to inflict damage on multiple enemies, ideal when facing off against large groups. But each Bros. Attack consumes BP, shown beneath Mario and Luigi's HP in the bottom left corner. So keep an eye on each character's BP before initiating Bros. Attacks. BP can be restored by consuming Pi'latte and Syrup-based items purchased at shops or found throughout the world. Following one 3D Red Shell attack, finish off the remaining Capnaps with simple Jump attacks, saving Mario's BP for future battles.





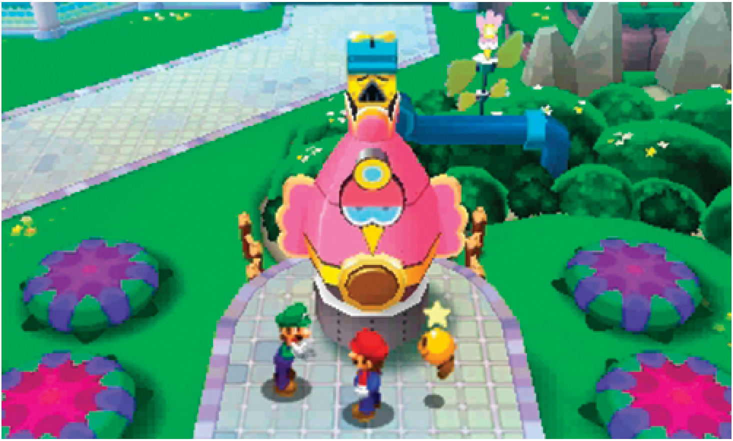
This area is filled with a mix of Capnaps and Thorbs. Initiate battles with all the monsters here to gain EXP. When you're not busy fighting off monsters, smash the boulders in this area and use the Seesawshroom to reach the high plateaus to the north, each hosting a ? Block. The ? Block on the western plateau contains a Syrup Jar, ideal for restoring BP—have Mario consume it if his BP is low due to all those Bros. Attacks. Once you've defeated all enemies here and struck all ? Blocks, exit on the eastern side.

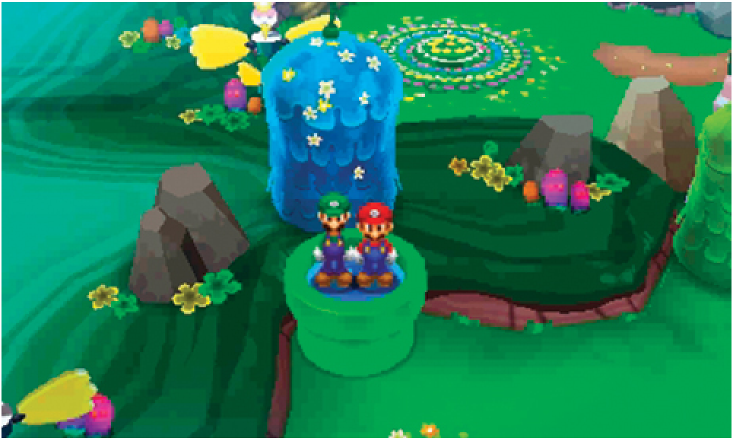
⑧ Southern Park Path



With the exception of striking a couple of ? Blocks, there isn't much to do here at the moment. Feel free to speak to the other tourists, then exit to the north—the southern and eastern paths are currently blocked.

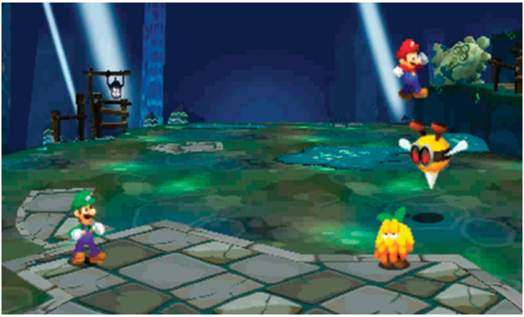
⑨ The Fountain of the Zeekeeper





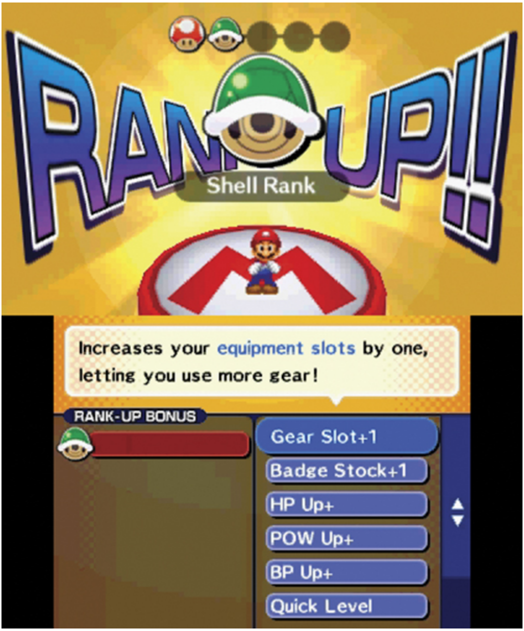
As Mario and Luigi enter this area they spot Boss Brickle standing atop a large Zeekeeper-themed fountain. He hold outs the pillow, taunting Mario and Luigi. But just as Brickle is about to leave, he trips and falls into the fountain's spout, interrupting the flow of water and causing the nearby Bounce Flowers to close. Brickle struggles to break free, but is stuck. Starlow suggests helping him get out, otherwise you'll never get the pillow. The Brock to the west of the fountain offers some clues. Apparently the park's pipe system is fed by an underground reservoir, and an underground pump feeds water to the fountain. Locate the green pipe on the west side and use it to reach this underground area.

⑩ Underground



Be prepared to encounter a few Flibbees, Capnaps, and Thorbs in this underground area. Battle all the monsters you encounter down here to boost your EXP. Like the Thorbs, Jump attacks are not advisable against Flibbees due to the large spike on their head. Instead, use your hammers to hit these enemies while they're on the ground. Flibbees are only vulnerable to Jump attacks when they're in the air and their spike is pointing down—hammer attacks will miss against an airborne Flibbee.

Rank Up!

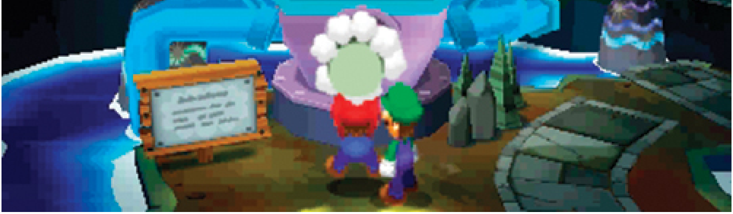


Increases your equipment slots by one, letting you use more gear!

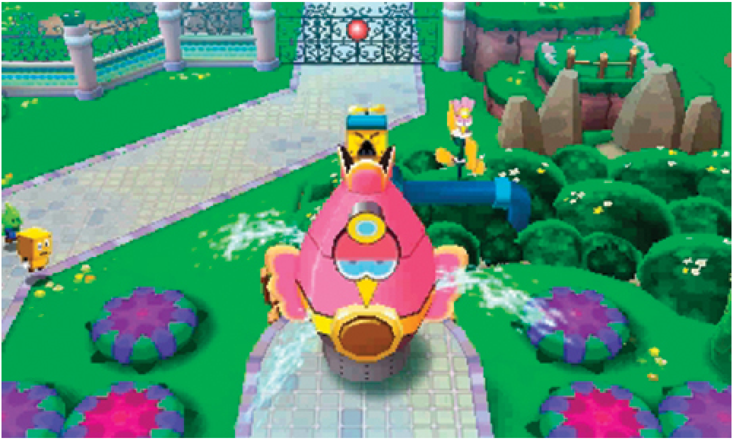
If you've battled every enemy you've encountered up to this point there's a good chance you'll rank up while advancing through the park's underground area. At level 8 both Mario and Luigi attain Shell Rank. Each time your rank goes up you get to apply a bonus that will be very useful during battles. Here's a brief rundown of the bonuses you can choose from at Shell Rank:

- Gear Slot +1: Increases your equipment slots by one, letting you use more gear.
- Badge Stock +1: Adds an additional effect stock for your badges.
- HP Up+: Give you an additional +2 HP every time you gain a level.
- POW Up+: Gives you and additional +1 POW every time you gain a level.
- BP Up+: Gives you and additional +1 BP every time you gain a level.
- Quick Level: Gives you 20% more EXP from enemies you defeat, making it easier to level up.
- Iron Body: Reduces damage you receive from enemies by 25%.

There are many other types of bonuses available at future ranks. Choose the bonus that best fits your style of play. For example, if you're obsessed with leveling up, choose Quick Level. Or if you're having a tough time dodging/countering enemy attacks, perhaps Iron Body is best. The Gear Slot +1 is another nice bonus, allowing you to equip gloves and accessories for better battle performance. The choice is yours, but choose carefully—you can only apply a maximum of five bonuses to your character total.

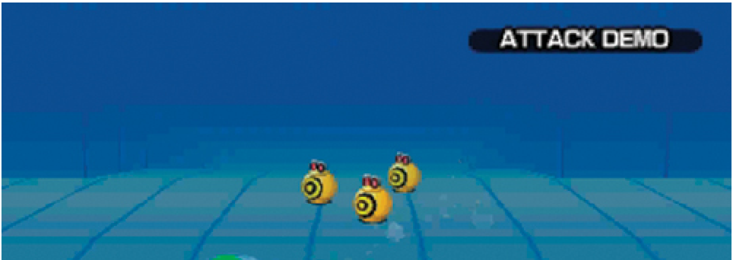


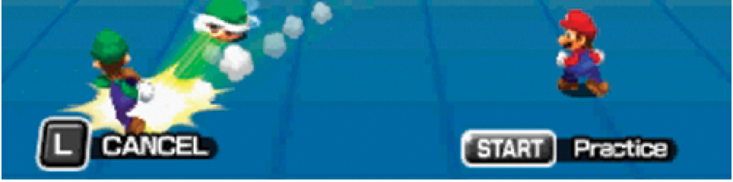
The path through the underground area is relatively linear. Work your way to this cracked wall on the lower north side and smack it with your hammer to reveal a hidden passage. Step into the passage and follow it to the east, eventually working your way toward the pump at the center. You need to find a way to increase the pump's water pressure with the hopes of dislodging Boss Brickle from the fountain. The pump functions like a slot machine—you need to get three big blue circles in a row to increase the water pressure. Study the rotating dials on the pump's face, then strike the big red button with your hammer to stop the first dial on the left. Continue striking the red button to stop the other two dials—get three big blue dots in a row to increase the pump to maximum pressure!



Back on the surface, the fountain begins to rumble, spewing water in all directions. Suddenly Boss Brickle is shot skyward as the fountain explodes. Elsewhere, at Brickle's Maintenance Hut, Grobot (Brickle's own park maintenance robot) is struck by falling debris from the fountain. What was once a peaceful plant-watering robot suddenly turns evil—it looks like you'll need to deal with this problem later.

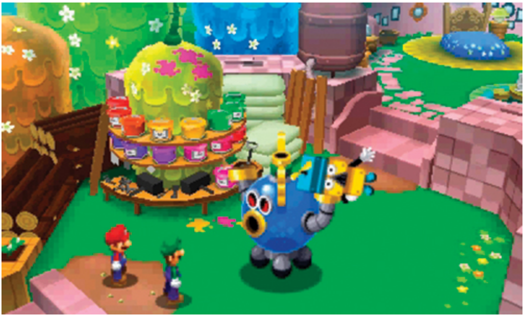
And that means you've unlocked a brand-new Bros. Attack!





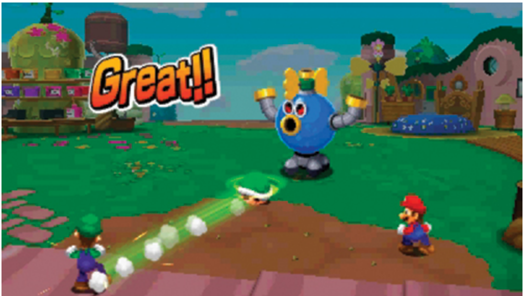
Although he's no longer stuck in the fountain, Boss Brickle is somewhat distraught over the destruction of his prized Zeekeeper fountain. But he gets over it quickly and describes his new watering machine. Grateful for Mario and Luigi's assistance, Brickle finally shows off his pillow, containing Eldream. But Brickle will only let Mario and Luigi use the pillow at his Maintenance Hut. In addition, Brickle hands over ten Attack Pieces, instantly unlocking another Bros. Attack! Take a moment to practice the new 3D Green Shell attack! This works almost identically to Mario's 3D Red Shell attack, only this attack is initiated by Luigi. After practicing the new Bros. Attack, follow Brickle across the Bounce Flowers to the east to reach his Maintenance Hut.

⑪ Maintenance Hut

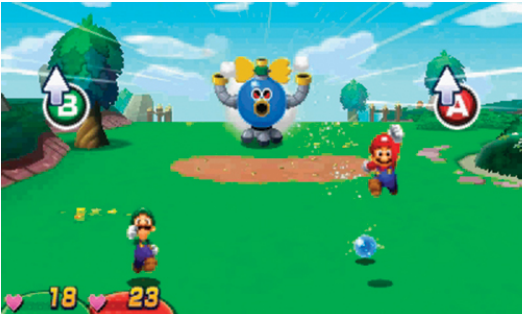


Some alarming screams and shouts can be heard in the distance upon entering this area. Before moving any further, strike the Save Block to save your game. As you near the Maintenance Hut to the east, Grobot is on a rampage, tossing Boss Brickle through the air before initiating a battle with Mario and Luigi.

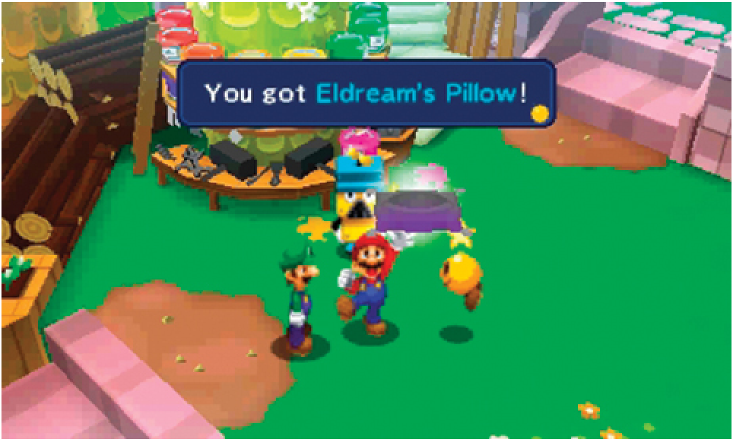
Grobot Battle



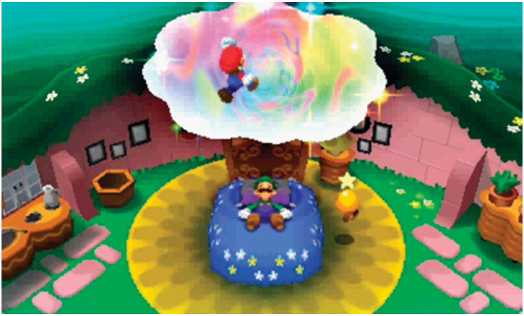
Grobot is one tough customer, so pull out all the stops when it comes to attacking. Use your 3D Red Shell and 3D Green Shell Bros. Attacks to dish out some serious damage. If necessary, consume Syrup Jars to restore BP, allowing you to perform more Bros. Attacks—these attacks are the quickest way to whittle down Grobot's HP.



Grobot has a few attacks up his robotic sleeves, so pay close attention. When he charges at you, use your hammers to knock him back. When he blows small blue bubbles, hop over them—avoid jumping when large blue bubbles come your way. In another sequence Grobot comes charging after Mario and Luigi, requiring them to jump over the blue orbs fired from his arms. Keep jumping over the incoming projectiles until Grobot eventually trips over a rock, bringing an end to this particular attack.

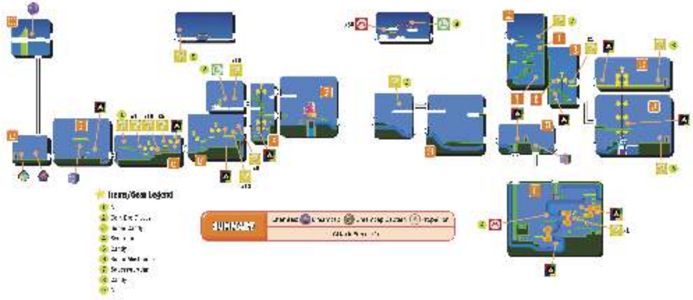


Continue hitting back at Grobot with Bros. Attacks. If you’re out of BP (and Syrup Jars) resort to Jump attacks to finish off this mechanical menace. Defeating Grobot rewards you with a So-so Hammer, not to mention plenty of coins and EXP. Boss Brickle is saddened by the loss of his Grobot, but realizes this is all his fault. To apologize, he hands over Eldream’s Pillow.



Boss Brickle offers to let Mario and Luigi use his bed, located in the Maintenance Hut to the east. As you approach, Luigi automatically hops on the bed and uses Eldream’s Pillow. Before entering the dream world, Prince Dreambert appears and confirms that Eldream is definitely located beyond the portal. At Starlow’s suggestion, Mario leaps into the portal in an attempt to rescue Eldream from his long imprisonment.

Dreamy Mushrise Park (A)

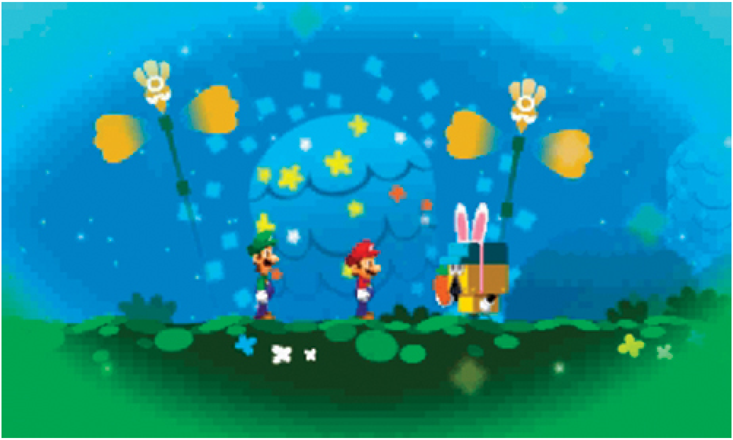


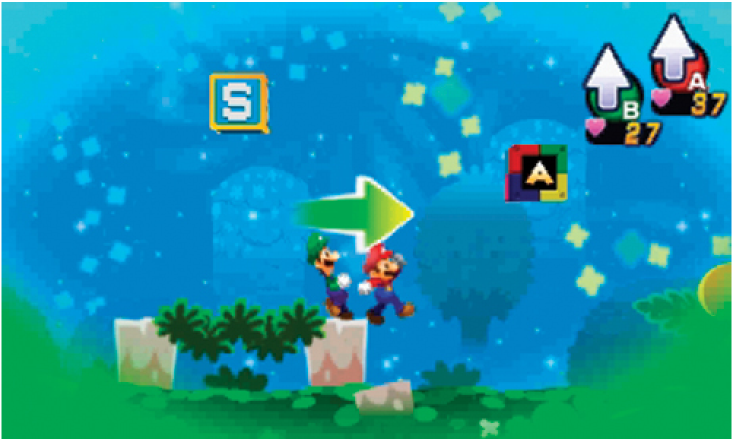
MAP LEGEND
Dream World Location
? Block
Shop
M Block
L Block
Save Block
Event Block
Attack Piece
Nightmare Chunk
Portal
Red Coin Block

A

Upon arriving in the dream world, Mario is soon joined by Dreamy Luigi and Dreambert. Dreambert is certain Eldream is being held somewhere nearby. Suddenly, a bunny-like creature appears carrying a nightmare chunk. Mario and Dreamy Luigi both try to grab the bunny, but it gets away, along with the nightmare chunk. Dreambert implores Mario and Dreamy Luigi to chase that bunny. As they prepare to move out, a dreamy version of Boss Brickle appears—apparently he's the supervisor of this park too. But oddly, he doesn't seem to recognize Mario or Dreamy Luigi. Shortly after appearing and greeting his new guests, Brickle disappears. Follow Dreambert's advice and follow the path taken by the bunny to the right.

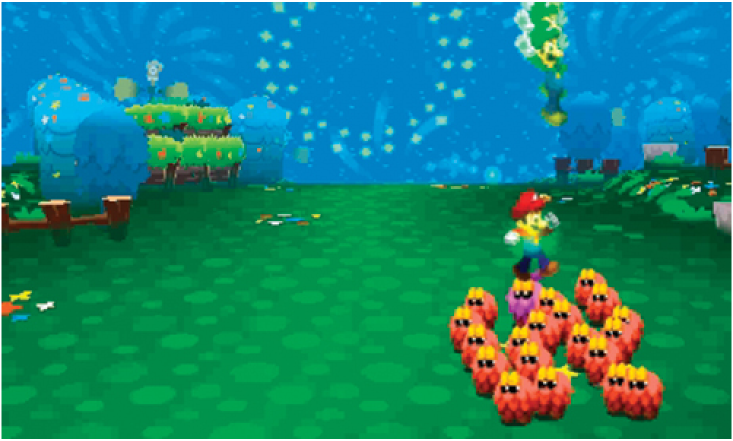
B



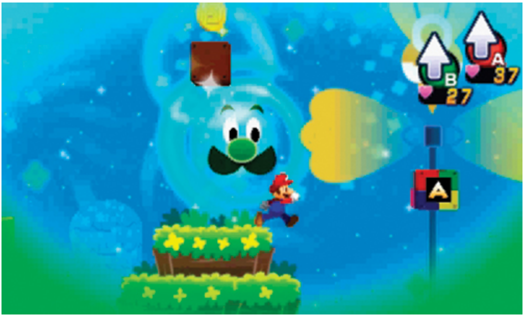


Once again, Mario tries to dive after the nightmare-chunk-carrying bunny upon entering this area, but fails. Brickle reappears—he feels that bunny is the key to drawing more tourists to the park. When Brickle realizes Mario and Dreamy Luigi are after the same bunny, he's determined to catch it first. Just ahead is a Save Block and the first of ten Attack Pieces for Dreamy Mushrise Park. Save your game, then grab the Attack Piece.

C

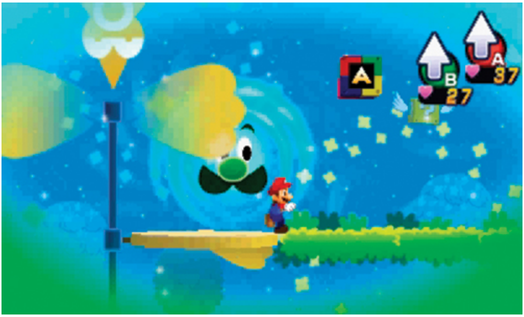


This area is filled with Dreamcaps and Dreamcap Captains. When entering a battle with these enemies, always target the purple Dreamcap Captains first—the orange Dreamcaps won't attack once the Dreamcap Captain has been eliminated. But as long as the Dreamcap Captain is around, prepare to dodge (and counter) the herd of Dreamcaps as they come rushing toward you during their attack phase. Time your jumps carefully to land on top of them.



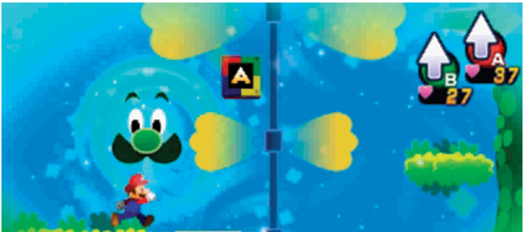
When you’re not fighting Dreamcaps and Dreamcap Captains, use the Sneeze Wind Luiginary Work to blow several Flying ? Blocks to the foreground. Strike the ? Blocks to gather coins and items, then continue to the right to grab another Attack Piece.

D



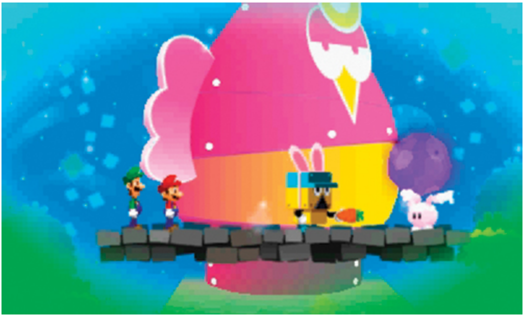
Advance onto the raised yellow platform, and then use the Sneeze Wind to rotate the platform, allowing you to reach the grassy platform to the right. Here you can gather another Attack Piece as well as blow a few Flying ? Blocks to the foreground using the Sneeze Wind.

E



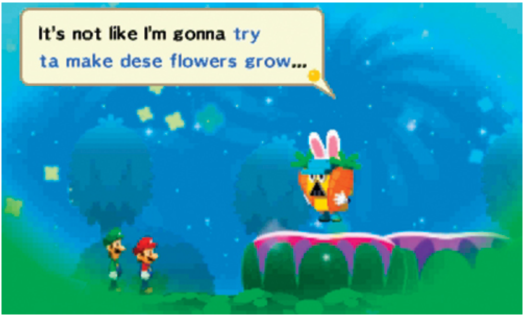
Grab another Attack Piece upon entering this area, then use the Sneeze Wind to rotate the yellow platform in the center. Riding on the yellow platform allows you to reach the exit on the right. Don’t worry about exploring the upper portion of this area on your first visit—you can backtrack to this area from area F later on.

F



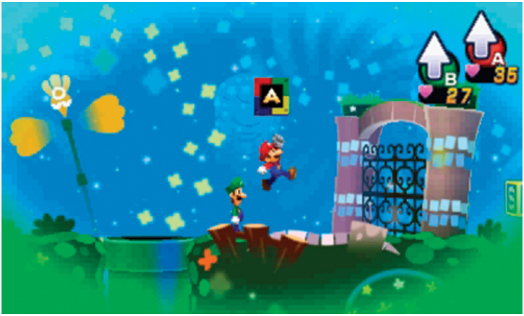
Boss Brickle is close to catching the nightmare-chunk-toting bunny when Mario and Dreamy Luigi arrive here—but the bunny doesn’t fall for his carrot bait and takes off, traveling deeper into the dream world. Brickle chases after the bunny. Follow him, as there isn’t much else to do here at this point.

G



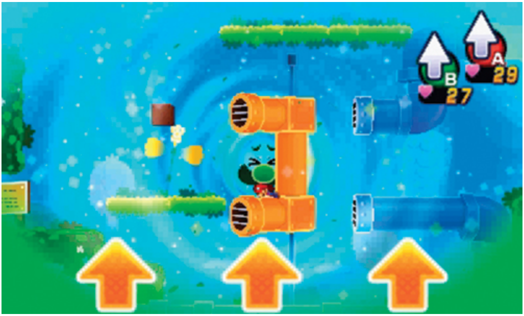
This time Boss Brickle has a two large carrots in his attempt to lure the bunny, located on a cloud in the upper right corner. With the bunny out of reach, Brickle is concerned about the Bounce Flowers. He says he needs to find a way to make the flowers grow so he can reach the bunny. Once Brickle moves on, follow him across the closed Bounce Flowers and exit on the right.

H



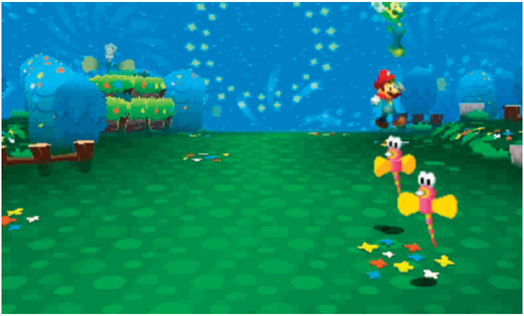
Enter this area and grab the Attack Piece near a gate—five down, five more to go! The gate is closed, blocking all access. But there is a green pipe nearby. Take the green pipe down to the next area.

I

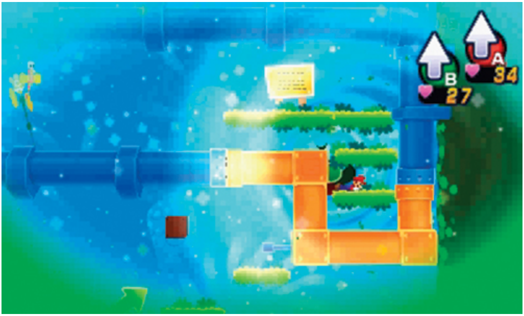


This area is filled with a large network of water pipes, but currently the pipes are not connected. Using the Sneeze Wind, work to rotate the orange pipe sections into place to restore the flow of water in Dreamy Mushrise Park. There are also a couple of Attack Pieces here, including one near the first orange pipe. Initiate a Sneeze Wind near each section of orange pipe to rotate it into place. When you reach the first section of orange pipe, stand on the pipe, then initiate a Sneeze Wind to rotate it.

Caution



There are a few enemies lurking in this area, including Propellions. These airborne enemies are best dispatched with Jump attacks. Also, be ready to evade their attacks by jumping—if you time your jump just right you can perform a counterattack, landing on top of them to inflict damage.

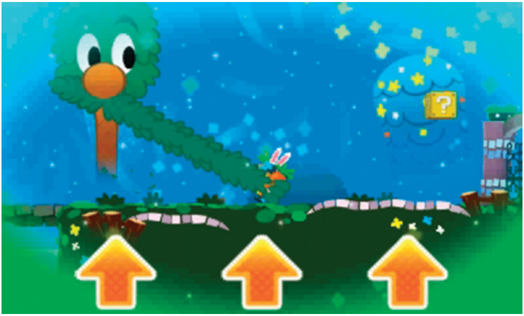


Grab this area's second Attack Piece prior to advancing onto the third orange pipe section on the far right—the center pipe section is already in the proper position. Move to the grassy platform just above the orange pipe and initiate another Sneeze Wind. This arranges all three pipe sections into the proper alignment. But water isn't flowing just yet. Exit this area by moving up through the green pipe nearby.

Tip

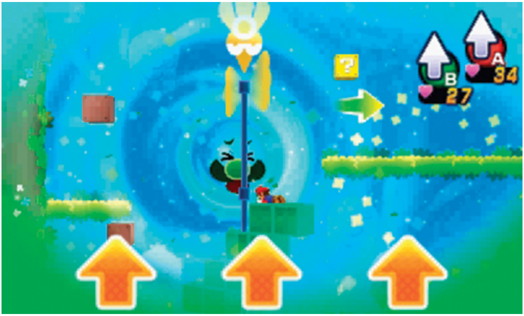
If you want to strike the M Block in this area, you must rotate the center orange pipe to reach it. Just be sure to restore the center orange pipe's connections to maintain water flow after striking the M Block.

J



You catch up to Brickle here. He finally decides it’s time to work together to catch the bunny, as he needs Mario and Dreamy Luigi’s help to start the water pump. Use the Luiginary Stache Tree nearby to launch Mario and then Brickle upward to the platform just above the pump. As a reward for your help, Brickle hands over another Attack Piece. Exit to the left to enter the next area.

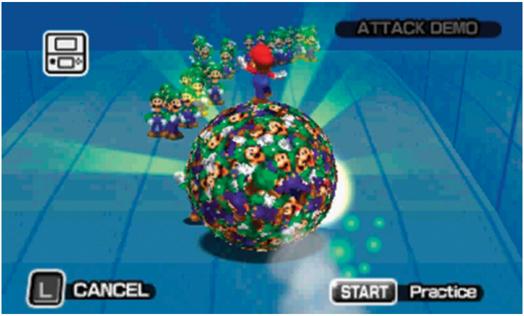
K



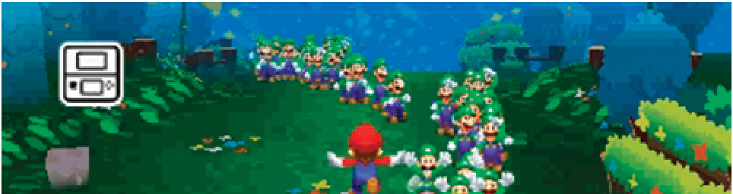
Before doing anything here, grab the next Attack Piece, visible from the entrance. Next, strike the Event Block just above to extend the Windpetals attached to the nearby Rotating Terrain. With the Windpetals extended, use a Sneeze Wind to cause the Rotating Terrain to spin, giving you access to the platform on the right.

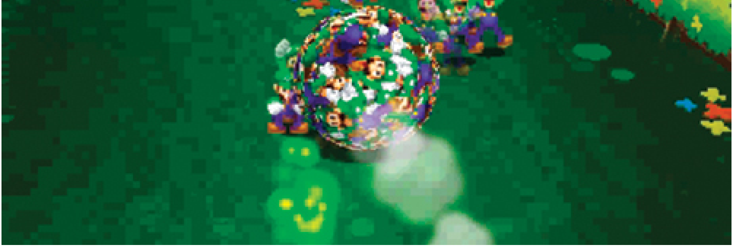
L

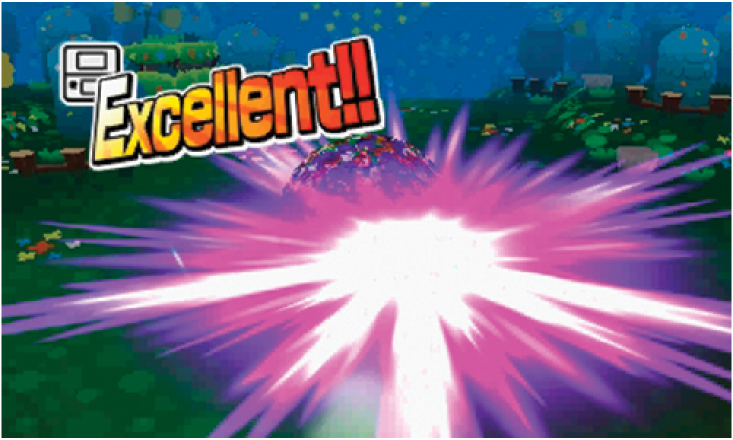
Here you find Brickle once again, still lugging around those two massive carrots. But the path ahead is blocked by several Dreamcap Captains. Realizing he needs Mario and Dreamy Luigi's help once again, Brickle hands over the tenth and final Attack Piece, unlocking a new Luiginary Attack!



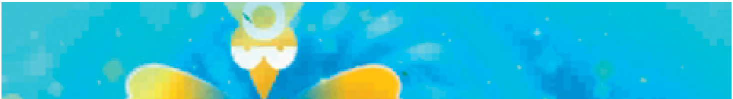
The Luiginary Ball is the new attack, accessible only during dream world battles. Take a moment to practice it before taking on the Dreamcap Captains. This attack places Mario atop a ball comprised entirely of Luiginoids. Tilt the 3DS left and right to steer the ball as it automatically travels forward. Along the way, run over more Luiginoids to increase the size of the ball. The larger the ball gets, the more damage it inflicts upon striking an enemy. Once the ball reaches critical mass, press Ⓐ to kick it toward a group of enemies.

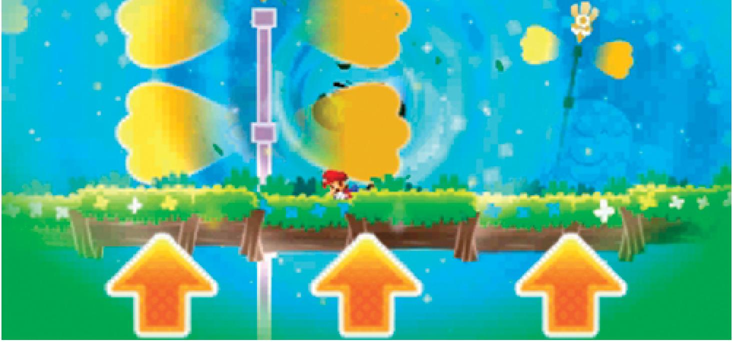


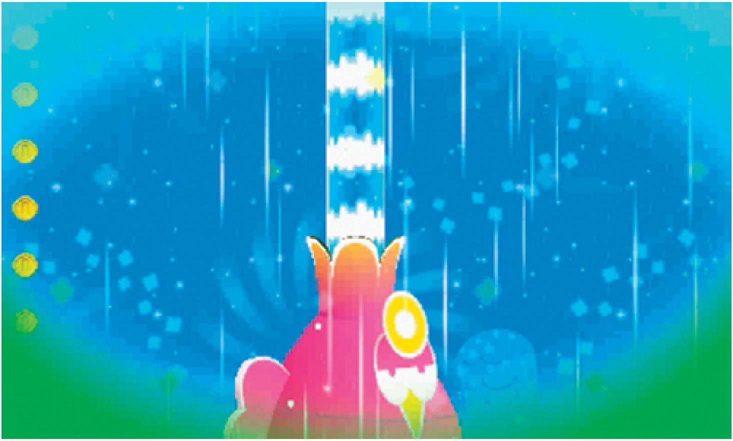




Now you can give the Luiginary Ball a try against the group of Dreamcap Captains and Dreamcaps. Before you can attack, Brickle interrupts, advising you to use the Luiginary Ball. He also completely restores Mario's HP and BP. Choose the Luiginary Attack Block followed by the Luiginary Ball. As the attack commences, guide the ball over the winding road of Luiginoids ahead, finally kicking the massive sphere toward the group of Dreamcap Captains and Dreamcaps. The damage dealt by this attack varies based on how large the Luiginary Ball was at the time it made contact with the enemies. But in any case, damage is spread across the entire group, potentially wiping out all the enemies at once. If some of the enemies remain standing, target the Dreamcap Captains first, eliminating them with either Jump attacks or another Luiginary Ball attack.

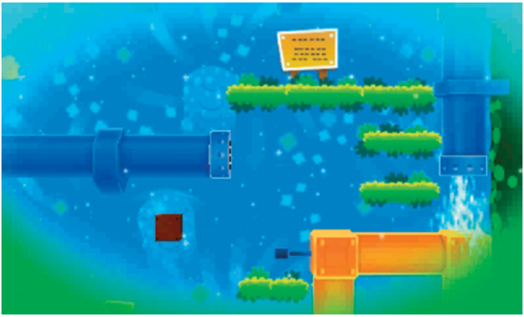






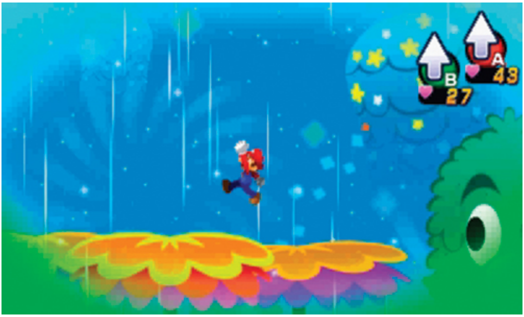
Now it's time to get that pump running—the nearby Windpetals are ready for a Sneeze Wind! Upon initiating the Sneeze Wind, the Windpetals rotate, pumping water out of the pipes and into the Zeekeeper fountain-like watering device back at area F. As water falls across Dreamy Mushrise Park, the Bounce Flowers open and small trees begin to grow.

Note



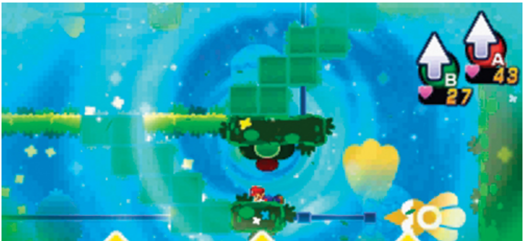
If you start the pump and nothing happens, you'll need to return to area I and fix the pipes. Make sure all three of the orange pipe sections are connected to the blue pipes.

M



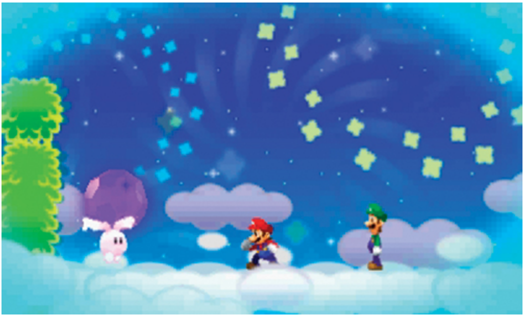
Return to area G and use the Luiginary Stache Tree to reach the Bounce Flowers. The Bounce Flowers give Mario enormous lift, allowing him to reach the cloud on the far right, where the bunny once rested. Once on the cloud, move to the right.

N

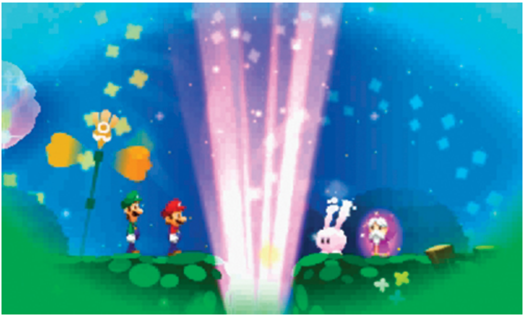


Strike the Event Block here first to extend the Windpetals attached to the Rotating Terrain. Using the Sneeze Wind Luiginary Action, rotate the terrain in this area to reach the upper cloud platform on the left to continue your pursuit of the bunny.

O

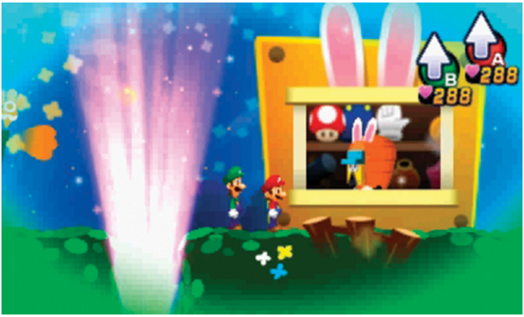


Cross over the sky sections and engage a few Dreamcap Captains and Propellions along the way. Once you reach this area, the bunny carrying the nightmare chunk is finally cornered. With nowhere left to go, the bunny drops the nightmare chunk and scurries off. Mario grabs the nightmare chunk just as Brickle makes an appearance, this time dressed as a giant carrot. But realizing the bunny has escaped again, Brickle doesn't hang around for long.



Drop down to area A below, then break open that nightmare chunk to set Eldream free. Once Eldream gets his bearings, he reveals that Princess Peach is probably down in Dream's Deep. Eldream agrees to help find Princess Peach, much to Mario and Dreamy Luigi's delight. Eldream summons Fluffykins, the very bunny you've been chasing around Dreamy Mushrise Park. On command, Fluffykins jumps into the air and begins spinning. Eldream hops atop Fluffykins and together they burrow a hole straight down into the ground—they've created a path to Dream's Deep! After Eldream and Fluffykins exit, jump into the light emanating from Dream's Deep and press down on the Circle Pad to begin the descent.

Note



Brickle has errected a shop right next to the Dream's Deep entrance. If you want to shop, leap over the light and speak with Brickle to stock up on items and gear.

Dreamy Mushrise Park Shop Inventory

Items

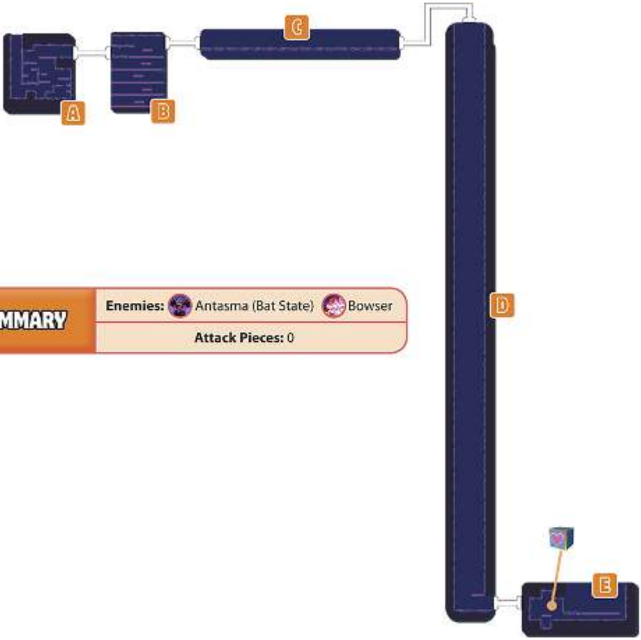
Merchandise	Coins
Mushroom	10
Nut	25
Syrup Jar	20
1-Up Mushroom	50

Gear

Merchandise	Coins
Discount Boots	100
Picnic Boots	190
Picnic Wear	70
Cozy Wear	90
So-so Wear	140
Thick Gloves	20
Discount Hammer*	100
Picnic Hammer*	190

* = available after visiting Dozing Sands

Dream's Deep



SUMMARY

Enemies: Antasma (Bat State) Bowser

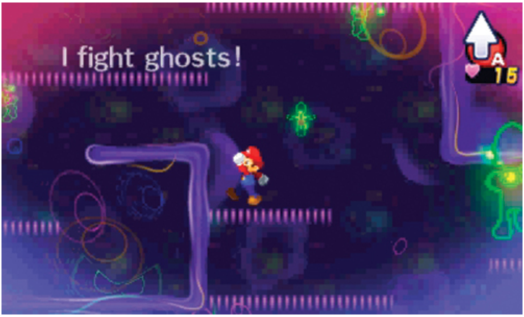
Attack Pieces: 0

MAP LEGEND

- A Dream World Location
- ? Block
- Shop
- M Block
- L Block
- Save Block
- Event Block
- Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

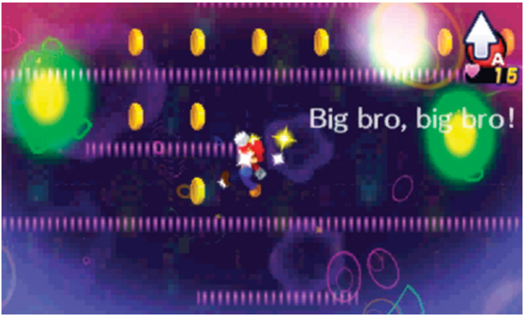
As Mario descends into Dream's Deep, Starlow is paid a visit by Corporal Paraplonk, Private Goomp, Sergeant Guy, and Kamek in the real world. Apparently they invited themselves to Pi'illo Island. Bowser isn't far behind, upset that someone else has captured Princess Peach. When he notices the portal above Luigi, Bowser catches a whiff of Peach's perfume and decides to go find her himself.

A



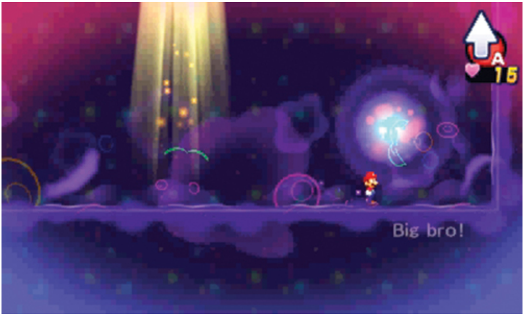
Prince Dreambert joins Mario in Dream's Deep, but Dreamy Luigi is nowhere to be found. Dreambert suggests continuing without him. As you advance through this area, messages from Luigi's subconsciousness appear. Advance upward through this area and proceed to the exit on the upper right.

B



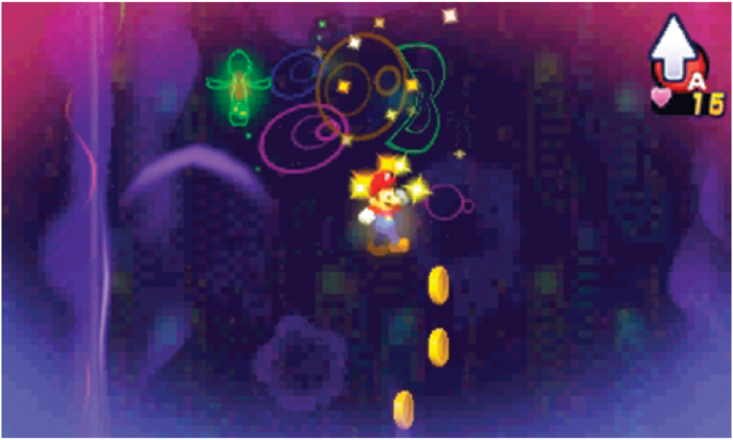
After catching a glimpse of Luigi in the background, move to the ledge on the upper left and exit. This transports Mario to the bottom of this area, allowing him to grab some coins on his way back up. When you've collected all the coins here, exit this area on the right.

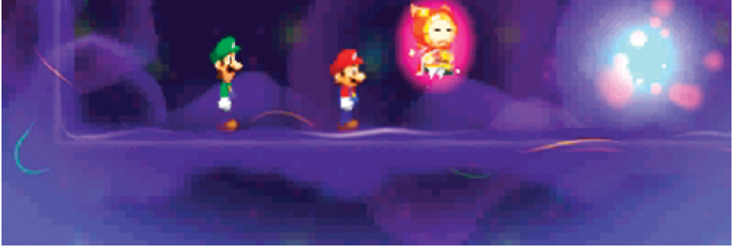
C



At the end of this long passage are two lights. Jump into the purple-colored light on the right—Peach’s voice can be heard coming from this direction.

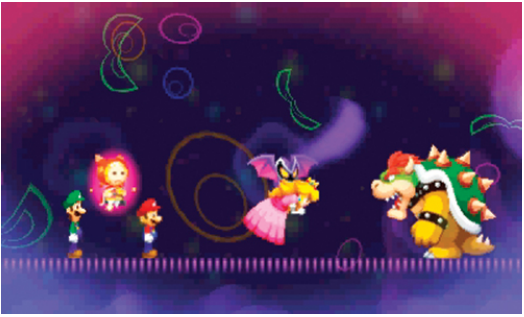
D



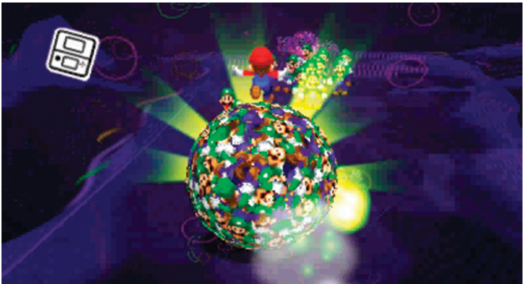


Mario slowly descends down this shaft-like area. During the descent, move Mario left and right to retrieve a trail of coins leading to the bottom. As Mario touches down at the bottom of the shaft he's finally joined by Dreamy Luigi. Reunited, Dreambert urges the brothers to find Peach—enter the purple light on the right!

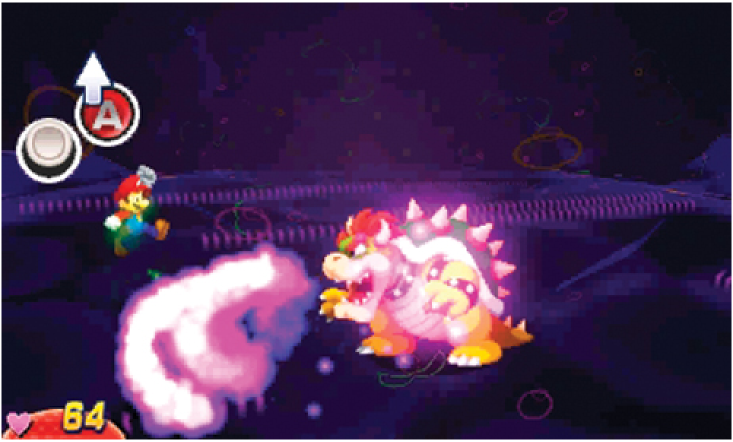
E

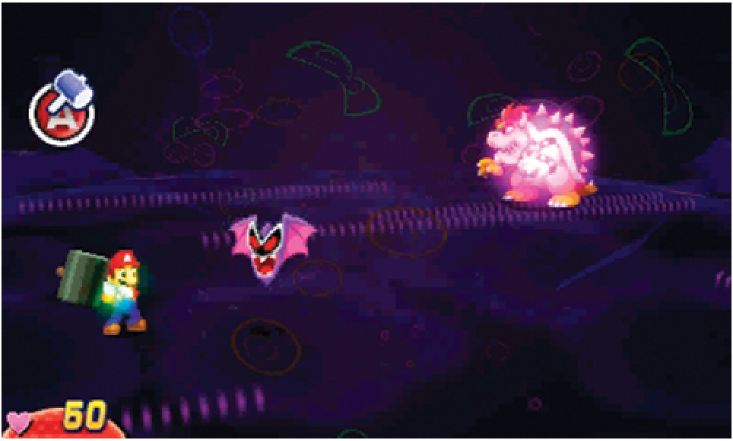


As Mario and Dreamy Luigi enter this area, a Save Block is visible just ahead—make sure you have full HP and BP before saving. Just ahead, Princess Peach is being held by Antasma, who is in bat form. Suddenly, Bowser appears out of a portal, making for an awkward gathering. While Antasma is distracted, Mario dives to rescue Peach. This gives Bowser the opportunity to punch Antasma, knocking the purple bat out of the way. But Antasma returns, covering Bowser's eyes. At this point, Antasma realizes Peach's power is far inferior to Bowser's. Antasma suggests the two of them join forces, enticing Bowser with even greater powers. Unfortunately, it's a deal Bowser can't refuse. Eager to try out his new powers, Bowser initiates a battle.



As usual, Bowser is no slouch when it comes to battles. He's made even more powerful by Antasma. So when it's your turn to attack, don't hold back. Your most powerful attack is the Luiginary Ball. Use it repeatedly to inflict heavy damage on both Bowser and Antasma. When you run low on BP, consume a Syrup Jar to get more BP and resume with the Luiginary Ball attacks.

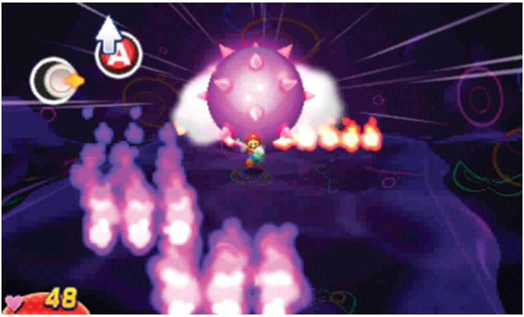




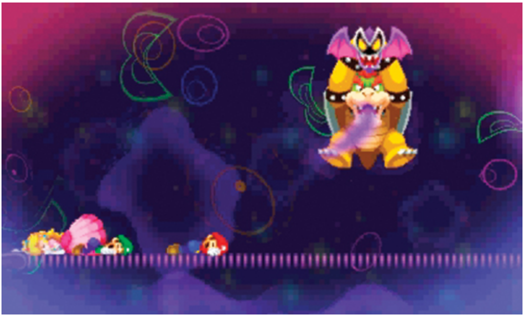
When you're not attacking, get ready to evade and counter Bowser's attacks. Leap over the flame attacks and be ready to strike back with your hammer when Bowser comes charging at you—he leads with his fist when he's about to strike. Antasma attacks as well, sending a swarm of bats in your direction. Strike them with your hammer to avoid taking damage.

Tip

If your health is running low, don’t forget to use your badges. Using badges to restore health is a great way to stay in the fight without losing an attack turn.

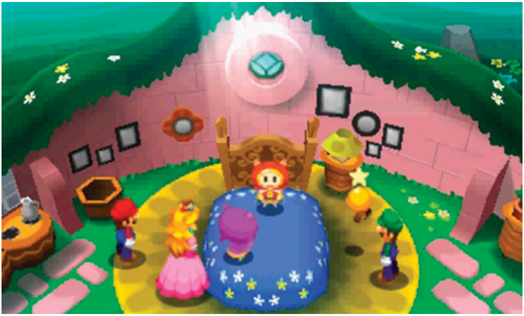


When Bowser turns into a spiky ball and begins rolling toward Mario, pay attention to the lines of flames ahead. As Mario runs away from Bowser, move left and right to step around the flames. It’s possible to leap over the orange flames. But the purple flames are too high to leap. So make a habit of jumping over the orange flames while moving around the purple flames. Making contact with any of the flames inflicts damage and slows Mario. If you strike two flames, Mario trips and is run down by Bowser, inflicting even more damage.

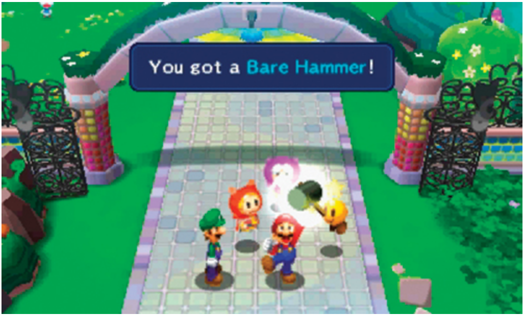


After dealing enough damage, Bowser and Antasma retreat—but you get lots of EXP and an Iron-Ball Hammer for your efforts. Following the battle, Antasma infuses Bowser with even more power, causing him to emit bright purple flames from his mouth, rendering Mario, Dreamy Luigi, and Princess Peach unconscious. While the heroes slumber, Bowser and Antasma agree to return to the real world and devise more evil plans. Eldream (along with Fluffykins) arrives after Bowser and Antasma’s departure. Realizing the dangers of falling asleep during a dream, Eldream rescues Mario and Princess Peach from the dream world.

Destination: Dozing Sands



Back in the real world, Starlow is shocked to see Antasma and Bowser emerging from the dream world together. But Starlow is relieved to see Mario emerge from the portal with Princess Peach. Suddenly, the pillow beneath Luigi's head begins to stir as Eldream returns to the real world after his long internment. But Prince Dreambert arrives to announce there's little time to celebrate. Now that Antasma has combined forces with Bowser, the future of Pi'illo Island is at great risk. Eldream theorizes that Antasma will attempt to go after the Dream Stone next. Dreambert urges everyone to head for Dozing Sands next, where the Dream Stone is located. Princess Peach agrees, asking Mario and Luigi to stop Antasma and Bowser.



After the quick meeting, Boss Brickle unlocks Mushrise Park's southern gate, providing access to Dozing Sands. While Mario and Luigi move out, Starlow suggests Princess Peach head back to Pi'illo Castle. Peach wishes the brothers luck and then returns to the castle. Before Mario and Luigi leave, Eldream asks them to rescue more Pi'illo Folk during their journey—he offers gifts in return for rescuing Pi'illos. You can find Eldream at Brickle's Maintenance Hut in Mushrise Park. Since you've helped at least five Pi'illos up to this point, Eldream hands over a Bare Hammer—rescue more Pi'illos to get more gifts from Eldream. But for the moment, head south to enter Dozing Sands.

Gifts from Eldream

You got POW Gloves DX!

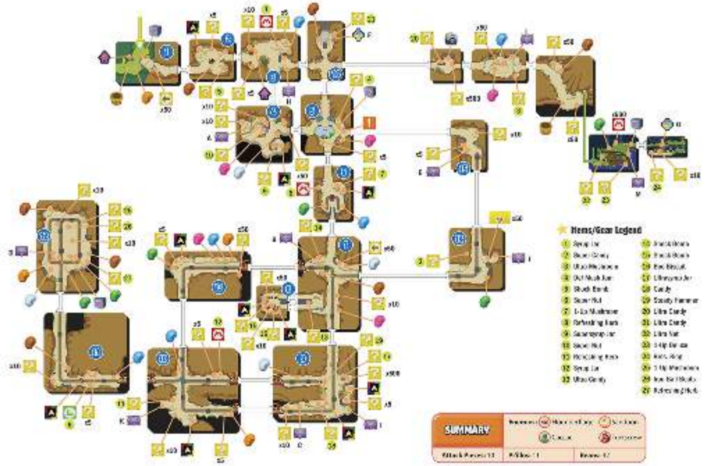
As you rescue more and more Pi’illos, return to Eldream at Brickle’s Maintenance Hut in Mushrise Park, using the handy nearby Warp Pipe. Rescue all 52 Pi’illo’s to attain the powerful Zee Egg Bros. Attack!

Eldream’s Rewards

Pi’illos Saved	Reward
5	Bare Hammer
7	Birthday Hammer
12	POW Gloves
18	Birthday Ring
26	Golden Wear
37	POW Gloves DX
52	Zee Egg (Bros. Attack)

Dozing Sands

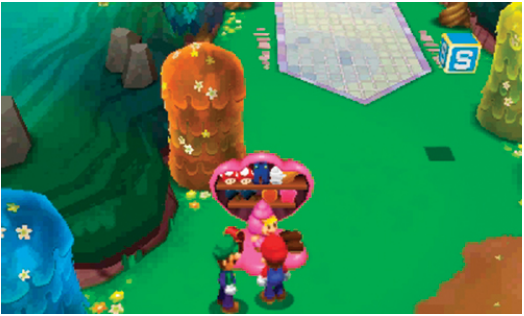
Dozing Sands



MAP LEGEND

⑩ Real World Location	L Block	Save Block	Defense Bean	Stache Bean
? Block	Bros. Block	Camera Block	Heart Bean	Portal
M Block	! Event Block	Pi'illo	Power Bean	Warp Pipe
Shop	Random Block	Bros. Bean	Speed Bean	Attack Piece

① Driftwood Shores/Dozing Sands Fork



At this fork in the road there's a Save Block and shop. Save your game by striking the Save Block, then visit the nearby shop. If both Mario and Luigi are low on HP and BP, buy some Pi'l-latte at the bargain price of 10 coins to fully replenish both characters. The shop offers a wide range of worthwhile gear, including Steady Boots, Steady Hammer, Singular Wear, and a variety of gloves. Outfit Mario and Luigi with the best gear you can afford—don't feel bad about spending every coin you have. Once you've geared up, take the path to the east to enter Dozing Sands. Be sure to strike the Bros. Block on your way out to retrieve more coins.

Dozing Sands Shop Inventory

Items

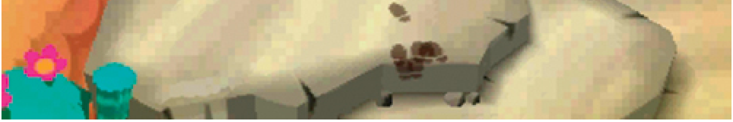
Merchandise	Coins
Super Mushroom	30
Super Nut	75
Supersyrup Jar	60
Refreshing Herb	30
Shock Bomb	50
Boo Biscuit	5
Mushroom	10
Nut	25
Syrup Jar	20
1-Up Mushroom	50

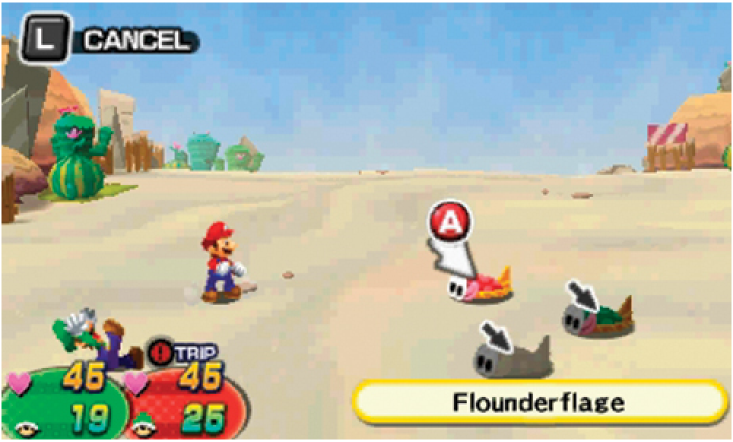
Gear

Merchandise	Coins
Picnic Boots	190
Steady Boots	480
Picnic Hammer	190
Steady Hammer	480
So-so Wear	140
Singular Wear	360
Shell Gloves	100
Gift Gloves	120
Charge Gloves	120
Coin Bros. Gloves	100
Guard Shell	360
Celebrity Boots*	2000
Celebrity Hammer*	2000
Metal Wear*	1500
HP Scarf DX*	3750
BP Scarf DX*	4500
BP Bangle DX*	4500

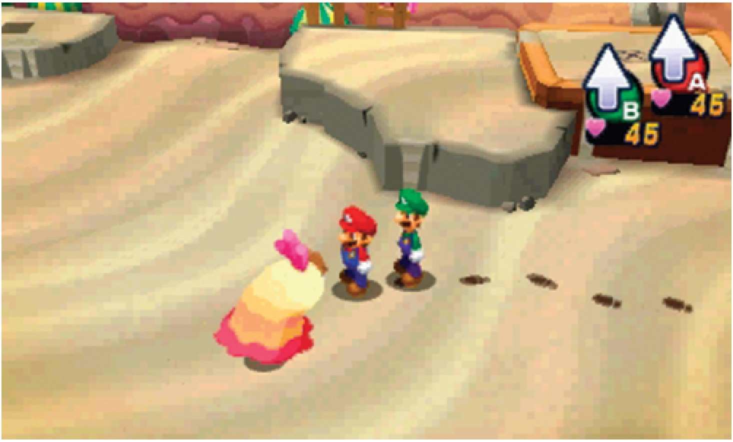
* = available after visiting Somnom Woods

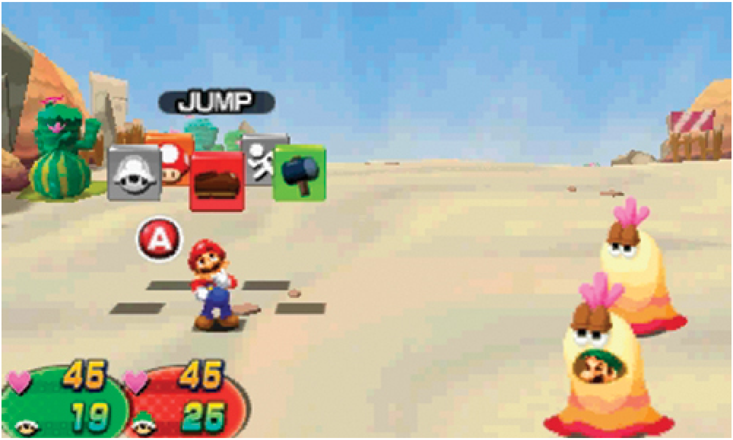
② Lurking Beneath…





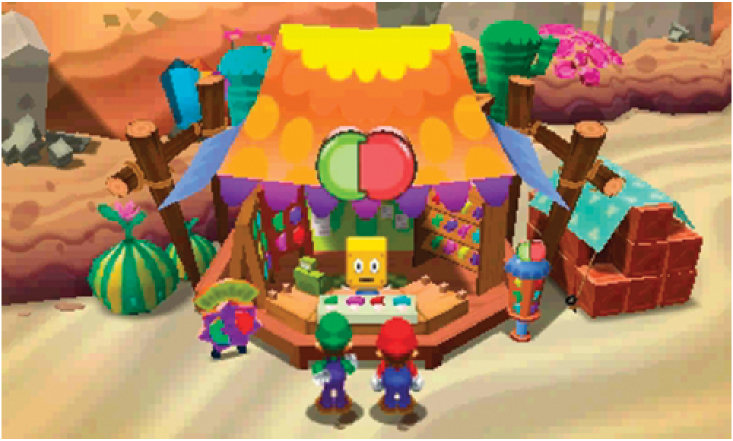
Dozing Sand's first Attack Piece is located on the ledge to the northwest in this area. But watch out for the Flounderflage lurking beneath the sand—look for their eyes peeking out of the surface. Jump on top of these enemies before they emerge from the sand and attack. If they hit you first, there's a chance they will trip Mario or Luigi. The Flounderflages don't put up a particularly fierce attack. Simply jump on top of them to counterattack.





Like the Flounderflages, Sandoons also lurk beneath the sand. Wait for them to emerge, then either jump or use your hammer to initiate a battle. During their attack phase, don't let Sandoons sneak up on you—counter by striking them with a hammer before they can swallow Mario or Luigi. If either character is swallowed by a Sandoon, damage dealt to the Sandoon is also felt by the swallowed character, so it's best to keep your distance from these enemies. Fortunately, they're relatively easy to defeat—use Jump attacks to whittle away their HP.

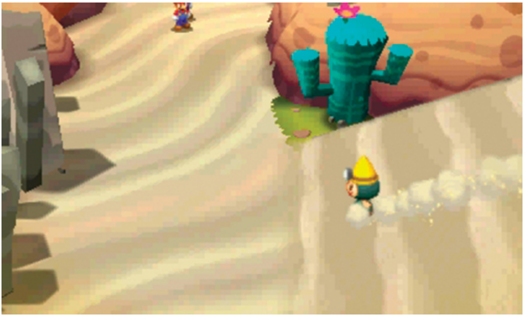
③ Badge Haggling



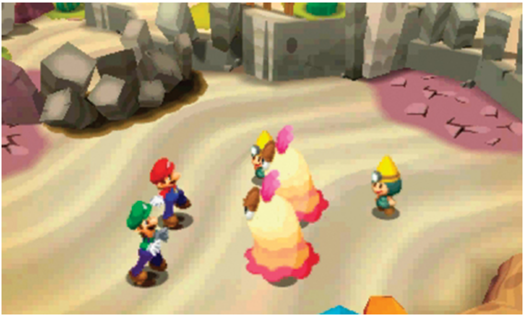
Mario and Luigi are called over by a Brock running a badge shop soon after entering this area. This shopkeeper is clearly desperate to make a sale, severely discounting the price of his wares until he finally gives in and hands over a couple of badges for free—Mario gets the Bronze Badge and Luigi gets the Guard Badge. After giving Mario and Luigi the badges, the shopkeeper provides a short demonstration of how to equip and combine the four badges in your inventory to create different effects. Take a moment to try out different badge combinations until you find one that best fits your style of play. But remember, choosing a new combo completely resets the badge meter on the Touch Screen. As Mario and Luigi step away from the shop, the shopkeeper advises them to check back later—he may have some new badges for sale.

After acquiring the new badges, continue exploring this area and battling enemies to gain EXP. There are no Attack Pieces here, but there are a few ? Blocks. The area to the east is currently inaccessible, so exit this area by following the path to the south.

④ Mole Mario and Mini-Mario

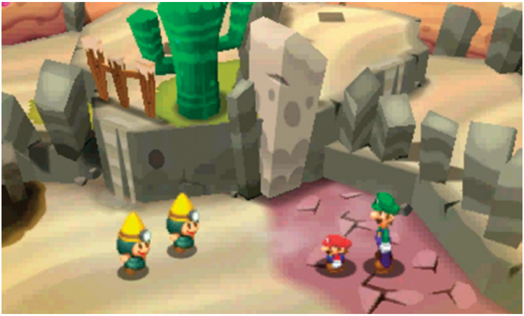


A Shelltop worker comes sliding down the nearby sand flow as Mario and Luigi enter this area. The Shelltop needs to get back up to the top of the sand flow to the east, but there's no way to climb a sand flow—perhaps you can find a way to help this Shelltop later.

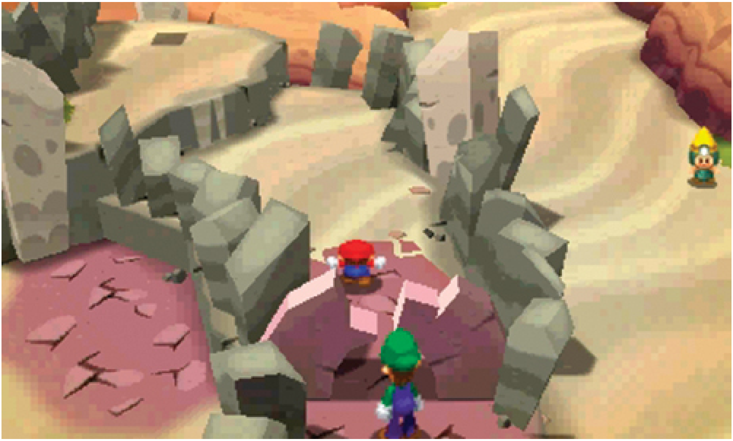


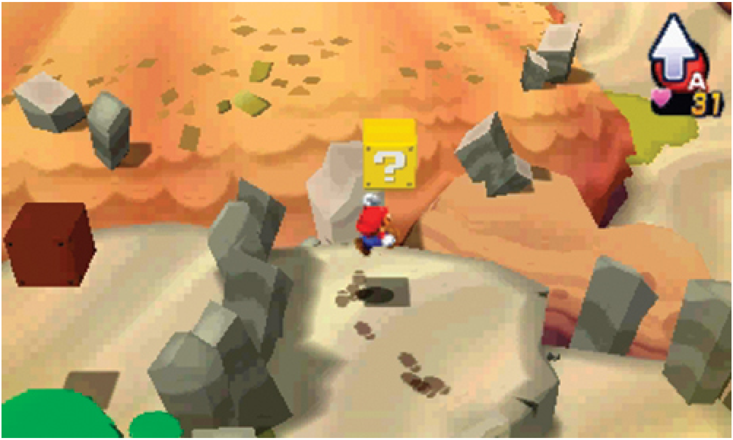
To the west, a pair of Shelltops are busy trying to hammer some Sandoons. But as Mario and Luigi approach, the Sandoons emerge from the sand and attack. Show the Shelltops you can handle yourself by defeating the two Sandoons in a battle.

The Shelltops are grateful for your assistance. In return, they show you a new technique called Mole Mario—Luigi can use his hammer to send Mario underground. Once underground, Mario can move around, his position indicated by a white gloved hand icon. This allows Mario to go under fences and other objects. Press R to change the action icon to the hammer, then press Ⓑ to make Luigi whack Mario with his hammer. Now, use the Circle Pad to make Mario move around underground. When Mario's ready to return to the surface, press Ⓐ.

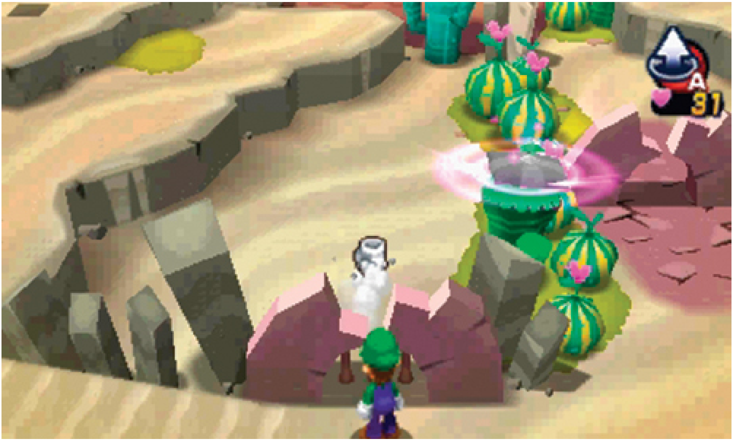


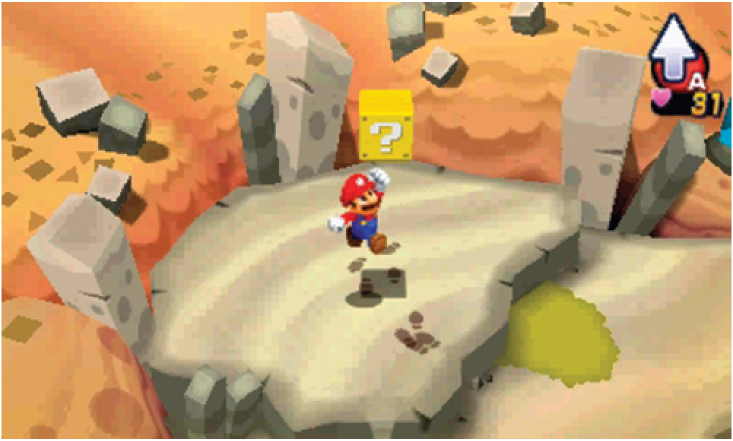
But that's not all—the Shelltops have another hammer technique to teach Mario and Luigi. If Mario is standing on a hard surface, such as the nearby rock, he won't go underground when struck by Luigi's hammer. Instead, he gets squished, allowing him to go through small holes. Luigi must strike Mario with his hammer again to return him to normal size. This is the Mini-Mario Bros. Move—give it a shot!





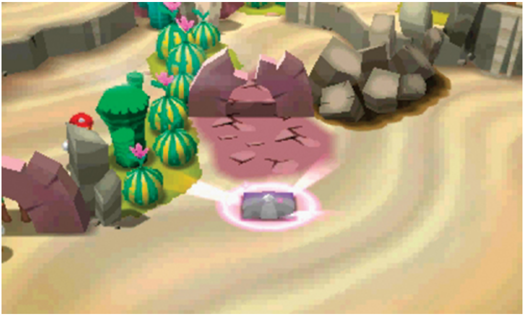
Locate the small archways and use Mini-Mario to pass beneath—Luigi stays behind during these sequences. These paths lead to ? Blocks containing coins and items. Despite his smaller stature, Mario can still jump the same height to strike the ? Blocks and collect their contents. Study the minimap on the Touch Screen and visit all the locations marked with star icons to complete this task.



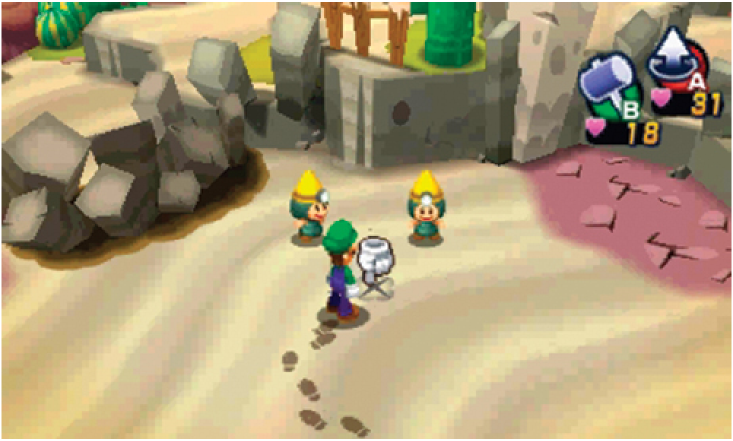


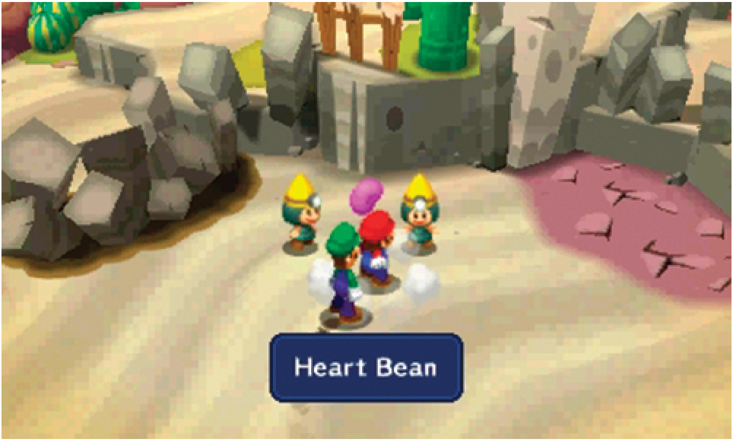
To reach the area on the west side, you must pass under this small gate using Mole Mario. Remember, Luigi must strike Mario with a hammer while standing on a soft surface to send him underground—the sand is soft enough to create Mole Mario. Once on the other side, jump up and advance along the surface to reach the ? Block in the northwest corner. Once you have struck all the ? Blocks, the Shelltops instruct Mario and Luigi to return to their location. Slide down the sand flow to the south to reunite with Luigi.

Tip



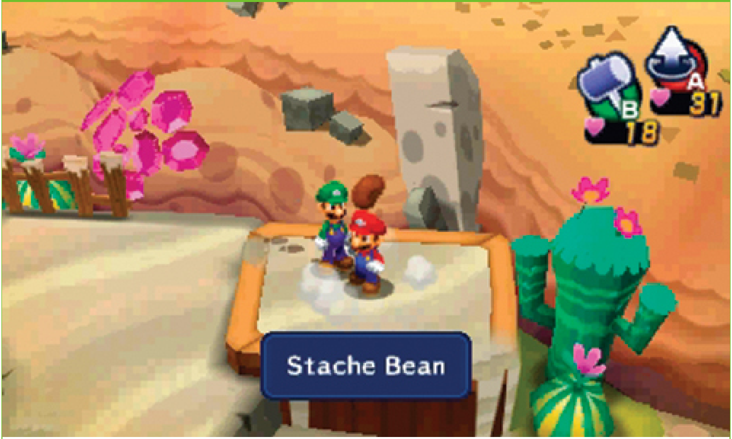
After passing under the gate as Mole Mario, notice the pillow on the cactus to the east. Strike the cactus with your hammer to dislodge the pillow. You can now interact with this object to rescue another Pi'illo Folk (A). There are a total of 11 Pi'illos in Dozing Sands—can you find them all?



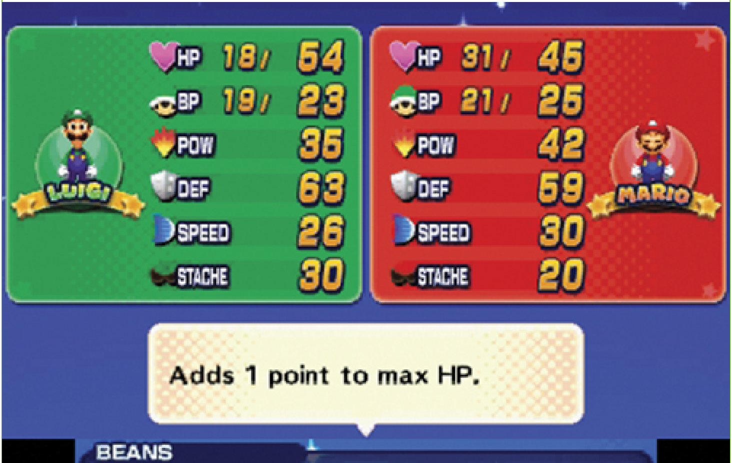


Upon returning to the Shelltop workers, they offer another piece of advice. Notice the X-like mark on the ground? This is a Beanhole. As Mole Mario, go underground, then return to the surface when you're right underneath this Beanhole. As Mario emerges from the ground, he dislodges a Heart Bean. Beans offer a permanent increase to your stats. Each bean consumed increases the corresponding stat by one point. It may not seem like much, but they really add up over time. There are Beanholes all over the island, including in locations you've already explored, such as Mushrise Park. The Collection menu shows you how many beans you've found in each location.

Tip

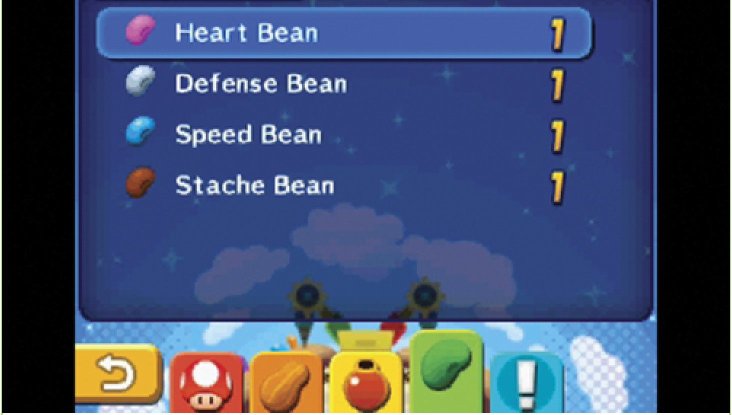


Stache Bean

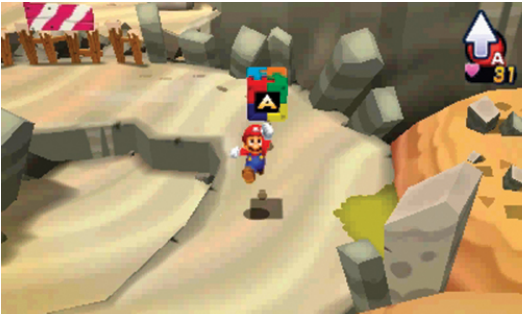


LUIGI			MARIO		
HP	18/	54	HP	31/	45
BP	19/	23	BP	21/	25
POW		35	POW		42
DEF		63	DEF		59
SPEED		26	SPEED		30
STACHE		30	STACHE		20

Adds 1 point to max HP.



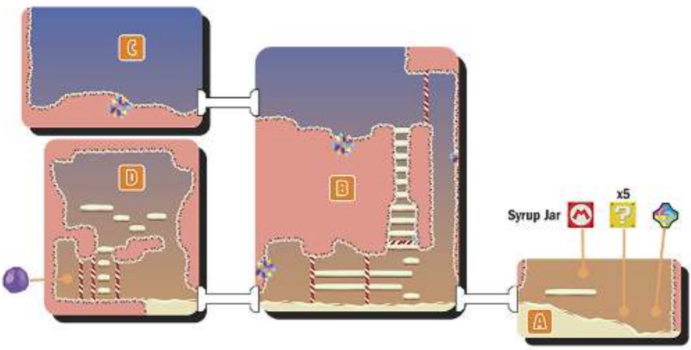
When you’ve found a bean, consume it immediately to benefit from the increased stats. Beans are consumed like Mushrooms and other items. As such, you must choose which character (Mario or Luigi) gets the bean. If you’re up to it, backtrack to previously explored areas now to stock up on beans.



Now head to the small gate in the southeast corner and use Mole Mario to pass beneath it. Here you can find a ? Block as well as another Attack Piece. Make a habit of looking for gates and archways like this to find other areas that are otherwise inaccessible—Mole Mario and Mini-Mario can sneak into all sorts of hidden places.

If you haven't already, dislodge the pillow from the cactus on the west side, just beyond the small gate. Once the pillow lands on the ground, approach it and enter the dream world.

Dream World (A)

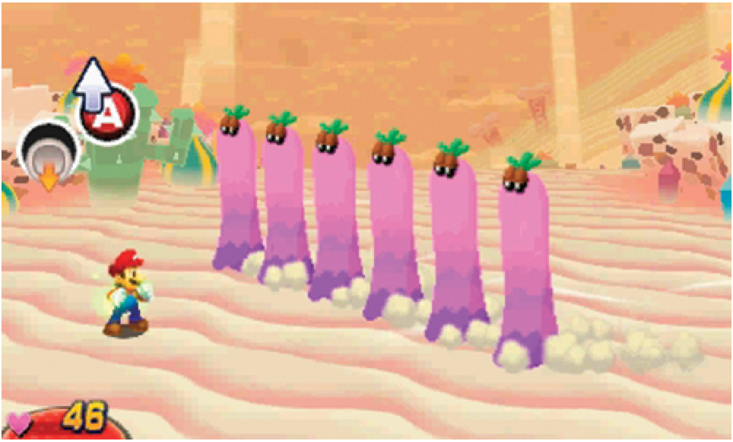


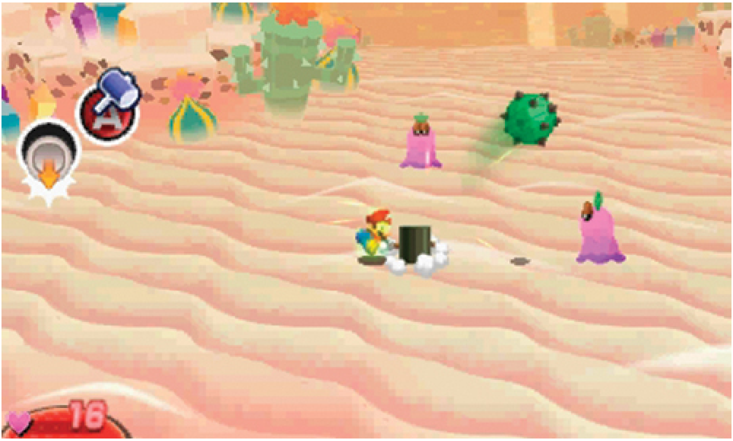
SUMMARY **Enemies:** Dreamy Sandoon Skipdrill

MAP LEGEND

- A Dream World Location
- ? ? Block
- Shop
- M Block
- L Block
- Save Block
- ! Event Block
- A Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

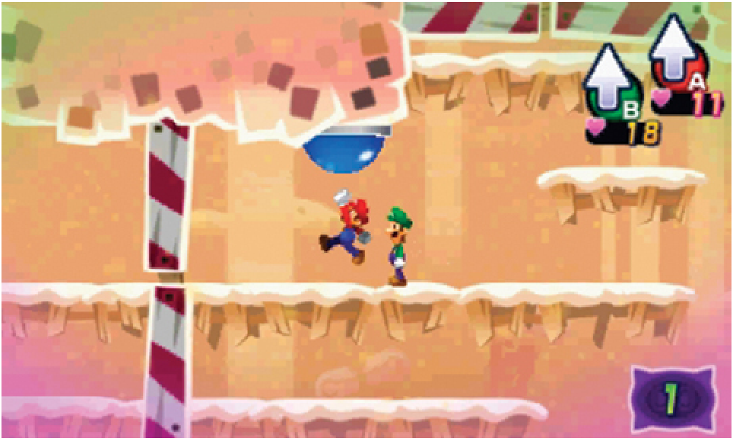
A

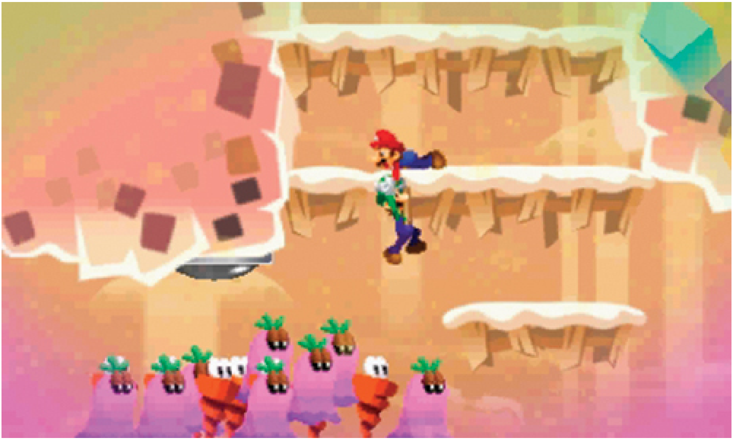




Not long after arriving in the dream world, Mario and Dreamy Luigi encounter a Dreamy Sandoon. These enemies look and perform similar to their real-world counterparts. As they attack in unison in a line formation, jump on them to inflict damage. Jump attacks are equally effective during your attack phase. During one of the Dreamy Sandoon attacks you must use your hammer to knock back a spiked ball tossed toward you—just keep an eye on the ball and swing your hammer before it makes contact with you. When you've eliminated the Dreamy Sandoons in this area, proceed to the left.

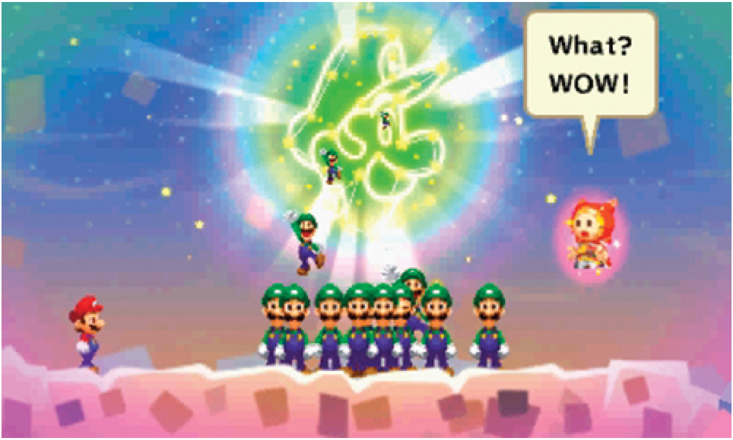
B

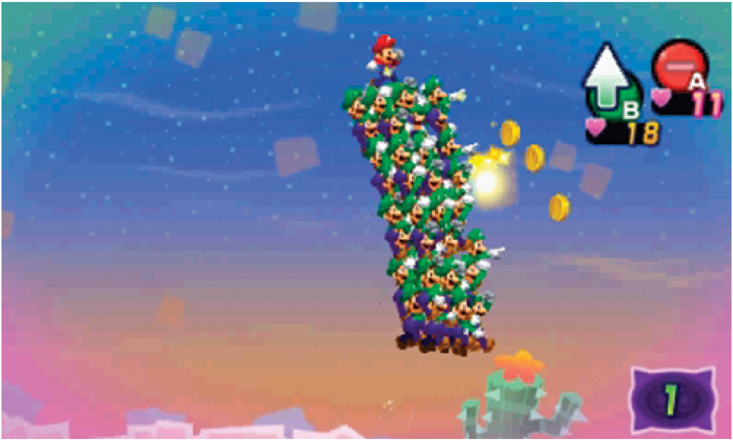




Strike the blue switch on the ceiling in this area to open up a series of red and white striped gates. But just on the other side of the gates is a small army of Dreamy Sandoons and Skipdrills. Mario and Dreamy Luigi barely escape before the enemies come charging forward. With the lower portion of this area blocked by enemies, jump upward through a narrow vertical shaft and escape this area by moving to the left. Don’t worry about the coins high above—you can’t reach them…yet.

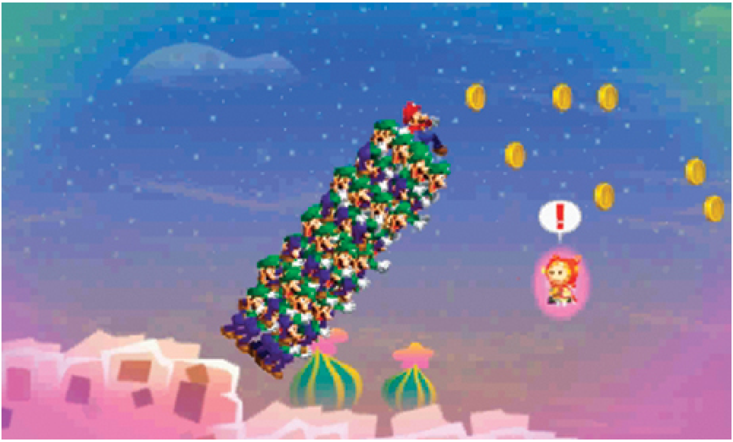
C

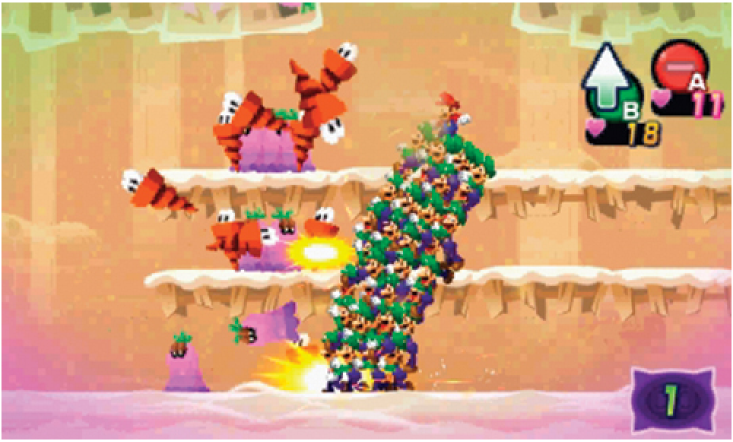




Here Mario and Dreamy Luigi encounter a new Luiginary Work. When activated, several Luiginoids appear out of the distant constellation. Dreamy Luigi arranges his new friends into a massive column-like stack, allowing Mario to ride atop and guide them. This is called a Stack and is a great way to reach new areas or wipe out large groups of enemies. Guide the Stack to the right, grabbing the high-floating coins along the way—jump by pressing Ⓑ . Exit to the right to return to area B.

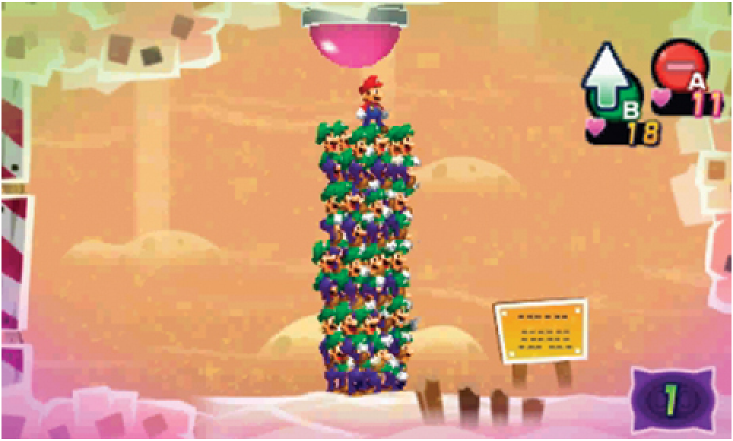
B

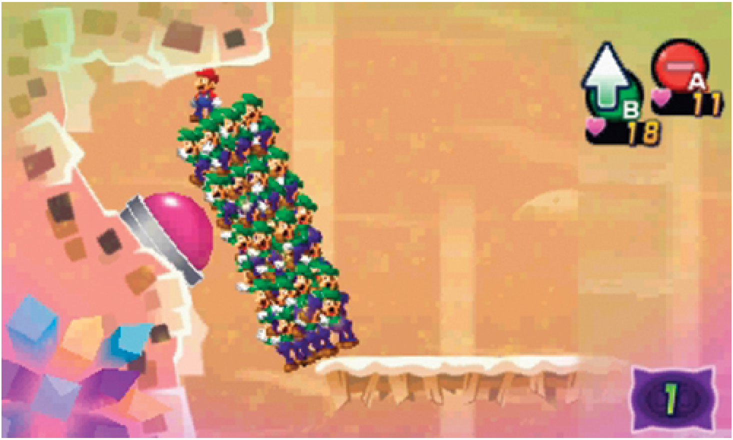




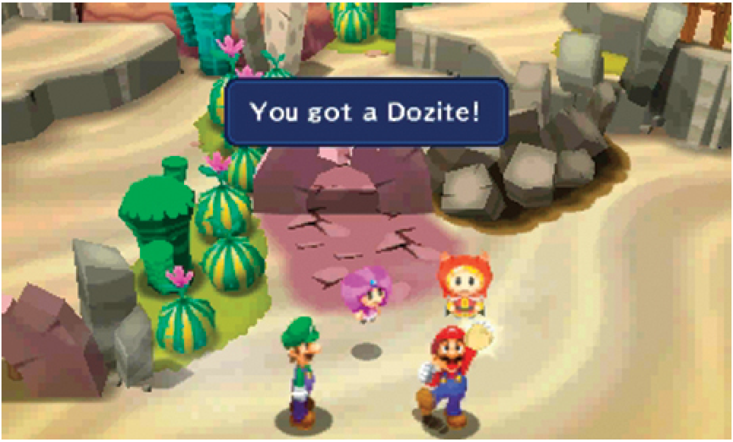
Back in area B, guide the Stack across the top to grab more coins. As you near a ledge, the Stack begins to tip, causing the Luiginoids to fall over and scatter. But as Dreambert advises, the Luiginary Work can be initiated again. If the Stack loses its balance again, use the Circle Pad to find your center, preventing the Stack from falling apart. When you reach the red and white gate ahead, jump up to hit the red switch on the ceiling. This opens the gate, allowing the Stack to descend a long shaft leading to the ground floor. The Dreamy Sandoons and Skipdrills you encountered earlier don't stand a chance against the Stack! Simply run them over to clear a path. You are too tall to exit through the passage on the lower left, so follow Dreambert's instructions to end the Stack.

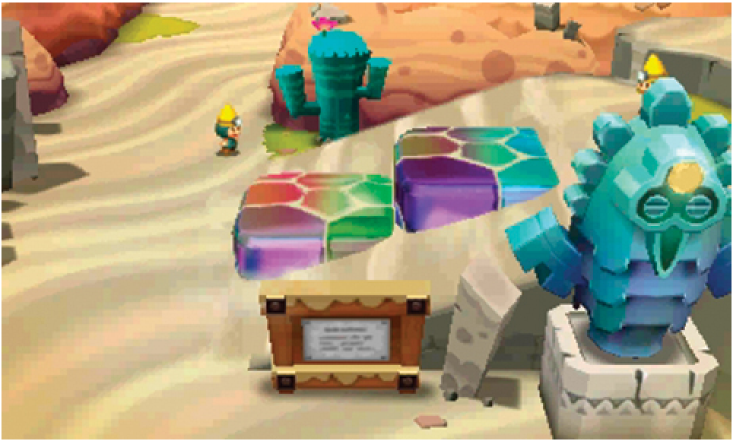
D





Reassemble the Stack here and jump up to hit the red switch on the ceiling to open the nearby gate. But a second row of gates blocks your path to the nightmare chunk. These gates are controlled by two red switches above. As the Stack, jump upward to reach the top area, then stand on the ledge adjacent to each switch. Inch out toward the ledge until the entire Stack tilts, pressing the switch. Once you've hit both switches, return to the ground floor and break the nightmare chunk.



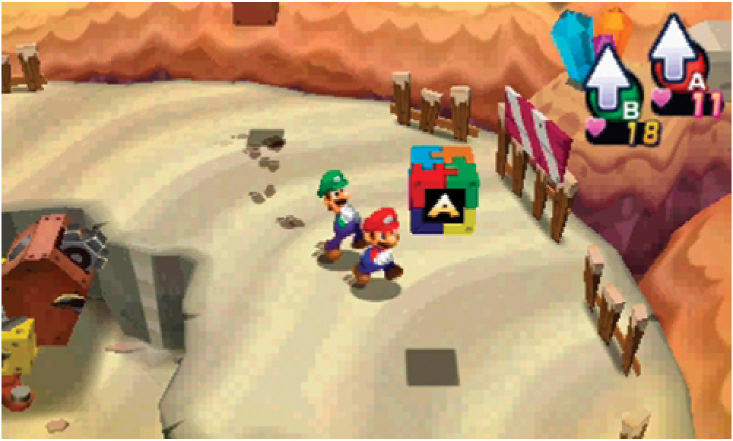


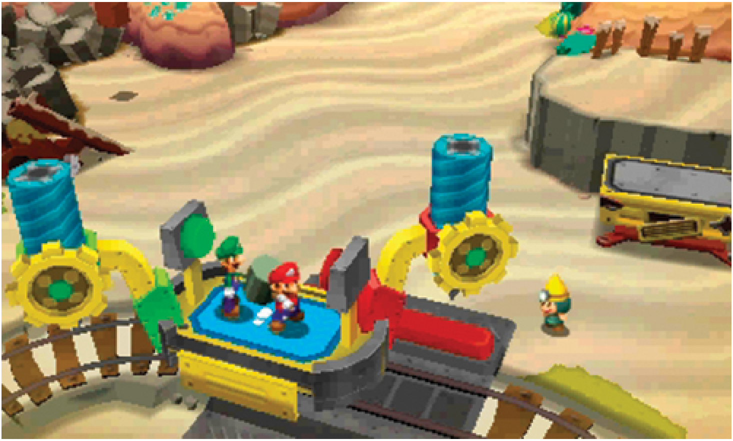
The Pi'illo you set free in the dream world is grateful for Mario and Luigi's assistance. But this Pi'illo looks a little different than the others. This is a Deco Pi'illo. Dreambert butts in to ask the newly freed Deco Pi'illo about the Dream Stone. The Deco Pi'illo says the Dream Stone is located beyond the sand flow to the east. The Deco Pi'illo then hands over a small object called a Dozite. The Dozite floats from Mario's hand and is drawn to the Zeekeeper statue next to the sand flow. As the Dozite makes contact with the statue, a set of multi-colored stairs emerge from the sand flow, opening a passage to the east. The Deco Pi'illo advises that you'll need more than one Dozite to reach the Dream Stone. Travel across the steps in the sand flow to enter the next area to the east.

5 Meet Britta

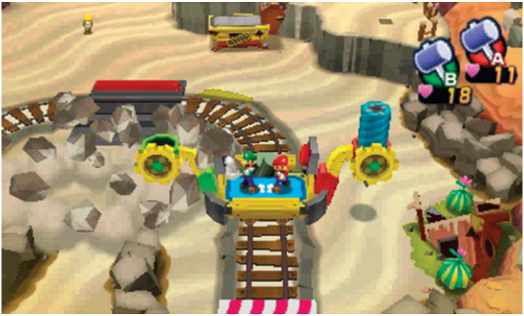
Meet Britta. She's in charge of the excavation crew in Dozing Sands. She claims to have never seen or even heard of the Dream Stone. But, she's never been past the sand flow to the north—perhaps the Dream Stone is there? The sand flow is flanked by four Zeekeeper statues—perhaps finding four Dozites, one for each statue, will cause steps to emerge from the northern sand flow? After talking to Britta, take a look around and consider saving your game at the Save Block to the east. Be sure to strike the ? Block before exiting to the south.

⑥ Drilldigger Training



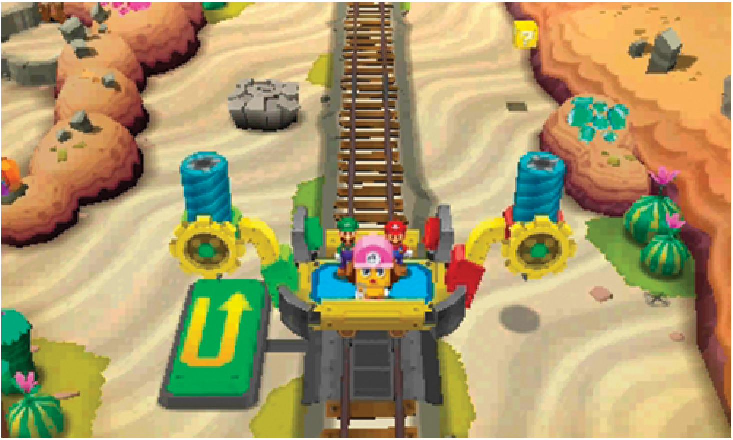


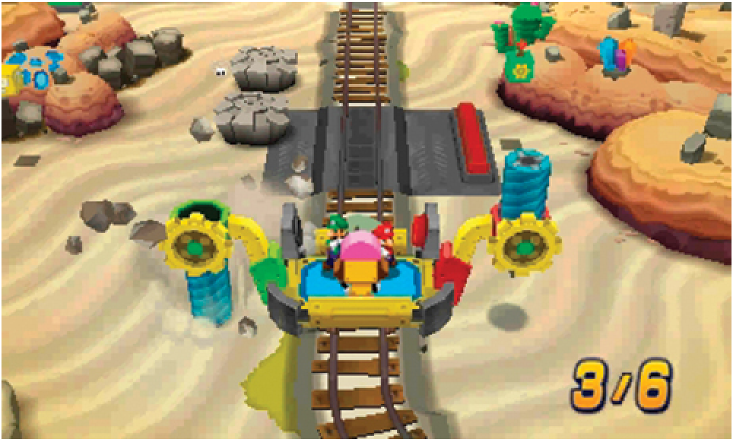
Upon entering this area, make a move for the ledge on the east side. Here you can find a ? Block as well as another Attack Piece. Next, hop on the large piece of machinery known as a Drilldigger. Soon after stepping on board, the Drilldigger begins to move along the tracks. Listen to the instructions offered by the nearby Shelltop worker—use your hammers to strike the corresponding colored buttons. Mario's red button activates the red drill while Luigi's green button activates the green drill. Once the drill retracts, the Drilldigger keeps moving. The drills can be used to bust up large rocks. Activating a drill at a station causes the Drilldigger to stop, allowing Mario and Luigi to disembark.



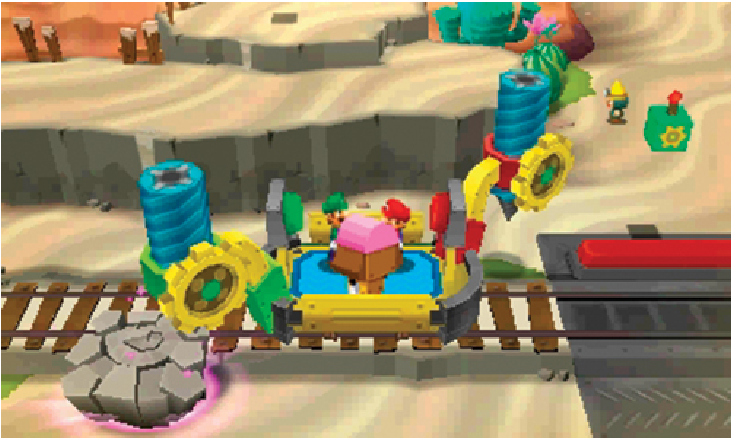
After the brief tutorial, hop back on the Drilldigger and use it to break up the large rocks along the inside portion of the tracks. With the rocks out of the way, a new path is opened, leading to the south. Stop the Drilldigger at the station, then hop off and proceed to the next area by moving south.

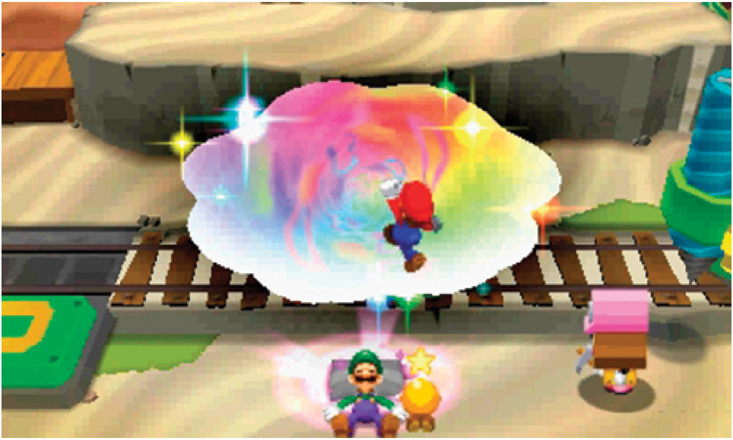
Site Tour





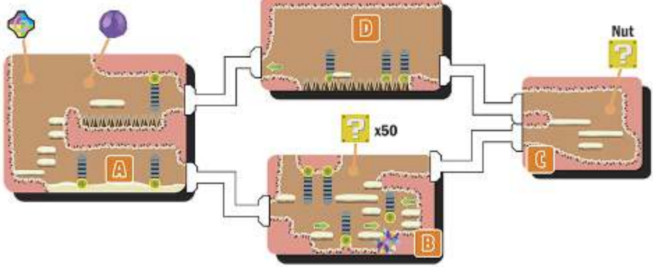
Britta catches up with Mario and Luigi as they enter this area—she wants to put the brothers to work. Mario and Luigi automatically follow Britta and hop on board another Drilldigger headed down a set of tracks leading to the south. Follow Britta's instruction throughout the tour and learn how to use Turnaround Switches. Britta needs Mario and Luigi to break as many rocks as they can using the Drilldigger—simply hit them with the drill as the machine travels along the tracks. You need to drill six rocks to impress Britta.





Next, learn how to use Drilldigger Panels—these indicate which direction the track runs at intersections. These panels can be flipped by Mole Mario. Simply surface while beneath a panel to change the track directions. As the tour comes to an end, Britta instructs Luigi to break a purple glowing rock using the drill. Beneath the rock is a pillow! Mario and Luigi immediately hop off the Drilldigger and approach the pillow to interact with the dream world.

Dream World (B)

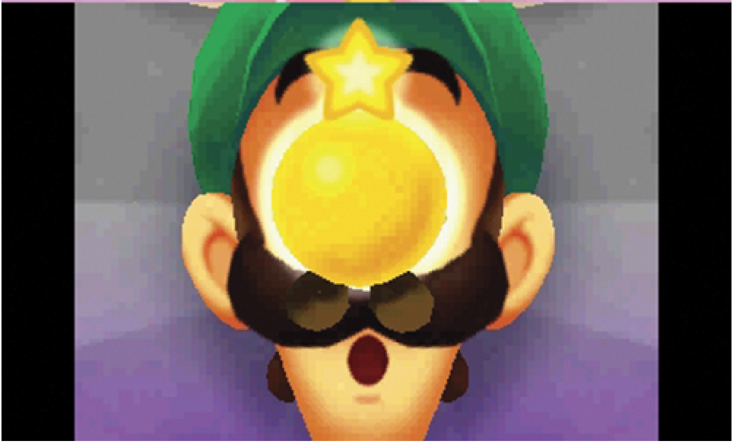


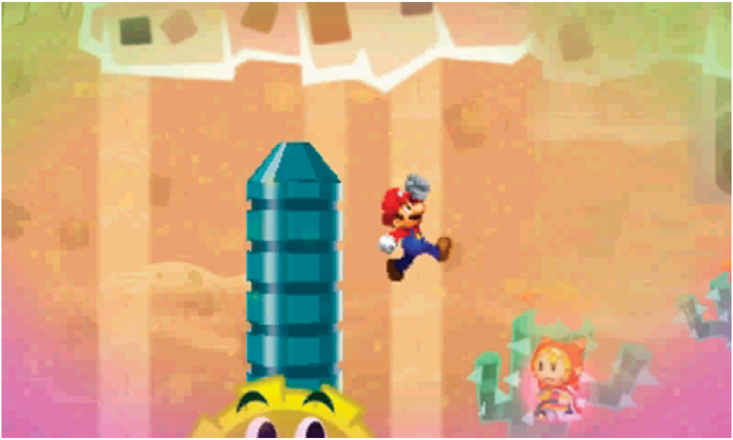
SUMMARY **Enemies:** Dreamy Sandoon Lob-omb

MAP LEGEND

- A Dream World Location
- ? ? Block
- Shop
- M Block
- L Block
- Save Block
- ! Event Block
- A Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

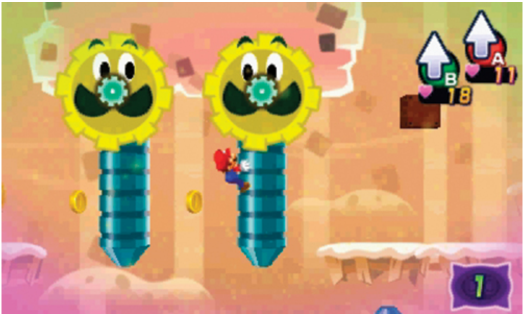
A





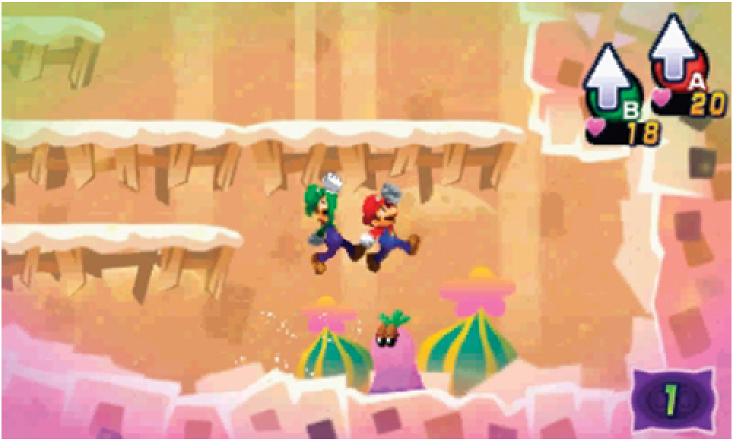
Although the nightmare chunk is directly in front of them, Mario and Dreamy Luigi can't reach it, so move left and drop down to the lower level. Here you encounter another Luiginary Work—the Luiginary Cylinder. Once Dreamy Luigi has become one with the Cylinder, spin Luigi's nose on the Touch Screen. This rotates the Cylinder in the dream world. As Mario jumps onto the Cylinder, spin Luigi's nose on the Touch Screen. Have Mario jump off the right side of the cylinder to get past this obstacle. Perform the same routine at the next Cylinder and then exit to the right.

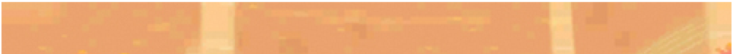
B

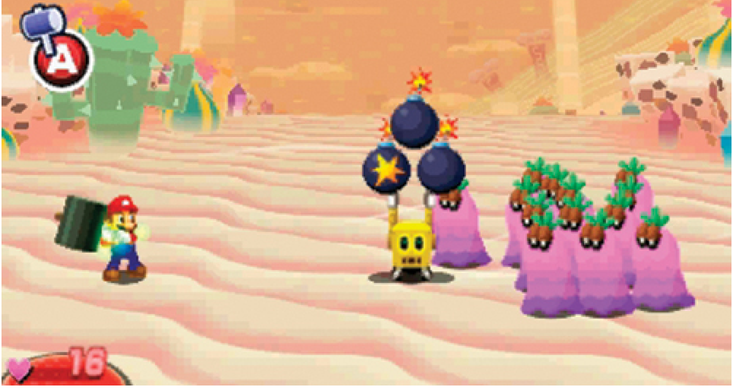


Here you must use a series of Luiginary Cylinders to retrieve several coins. The Cylinders are also necessary to work your way upward through this area. Once you reach the top, exit on the upper right.

C

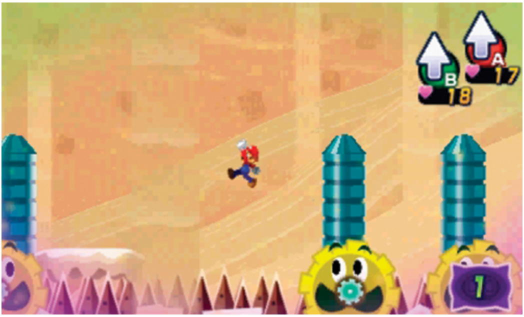






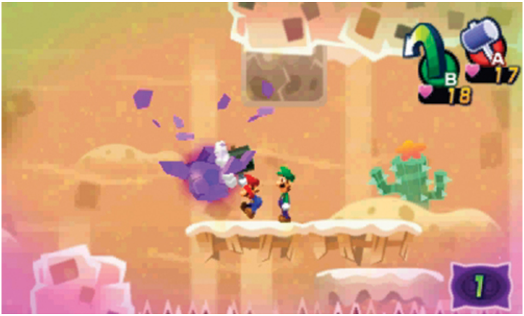
A number of Dreamy Sandoons occupy this area. Instead of trying to avoid them, initiate battles with all of them to gain more EXP. Some of the Dreamy Sandoons are joined by Lob-ombs. These robotic enemies juggle and toss bombs toward Mario—memorize the position of the bomb with the star on it and watch as Lob-omb juggles. The unmarked bombs are dummies and do no damage. But the bomb with a star on it explodes—knock it back at Lob-omb using your hammer before it explodes. Contact with an exploding bomb can make Mario dizzy, causing him to lose a turn or get struck by other attacks. In another attack, Lob-omb tosses only one bomb toward Mario. Pay attention to the way the bomb is held for a sign of where it will land. If Lob-omb holds the bomb with its right hand, the bomb will land behind Mario. If the bomb is held in Lob-omb's left hand, it will land in front of Mario. Or if the bomb is held in both of Lob-omb's hands it will land at Mario's feet. Use these cues to determine where the bomb will land, then act quickly to knock it away with your hammer before it explodes. Needless to say, Lob-ombs are dangerous—target and eliminate them first before focusing on the Dreamy Sandoons. Once you've cleared the area of enemies, exit through the top right.

D



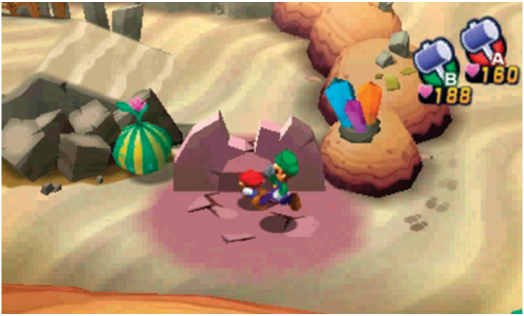
More Luiginary Cylinders are here. You must use them to cross the spike-covered floor. Remember, the faster you spin Luigi's nose on the Touch Screen, the faster the Cylinder rotates, carrying Mario much further when he jumps. But you must time the jumps carefully to ensure Mario flies in the direction you intend. Practice spinning the Cylinders and then jumping. Work your way across this area in this fashion, exiting on the left.

E



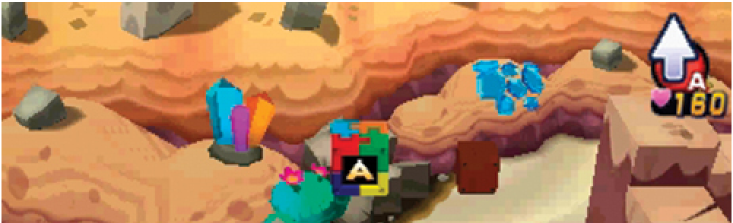
You’re back where you started. Use another Luiginary Cylinder to launch yourself over another spiked floor and toward the nightmare chunk. You can’t get beneath this nightmare chunk to break it with jumps. Instead, use your hammer to break it and set free another Pi’illo.

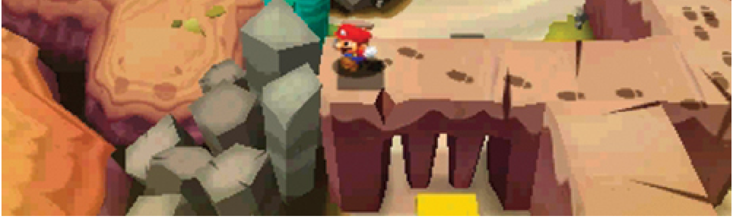
Back in the real world, the freed Pi'illo hands over another Dozite upon hearing the Dream Stone is in danger. The Dozite lifts from Mario's hand and immediately flies toward one of the four Zeekeeper statues flanking the northern sand flow—one down, three more to go! There are three more Deco Pi'illos and they each hold a Dozite. All four Dozites must be collected before you can reach the Dream Stone. The number of Deco Pi'illos appears at the top of the Touch Screen, serving as a constant reminder of your progress.

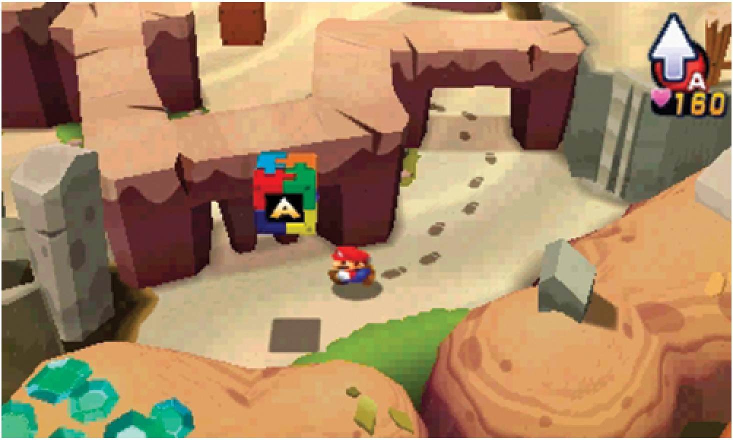


After speaking to the Deco Pi'illo, move to the small archway to the south—Mini-Mario can get through this small opening to access the next area to the west. There are two paths to choose from: an upper path and a lower path. Take the upper path and exit on the west side.

⑧ Attack Piece Maze



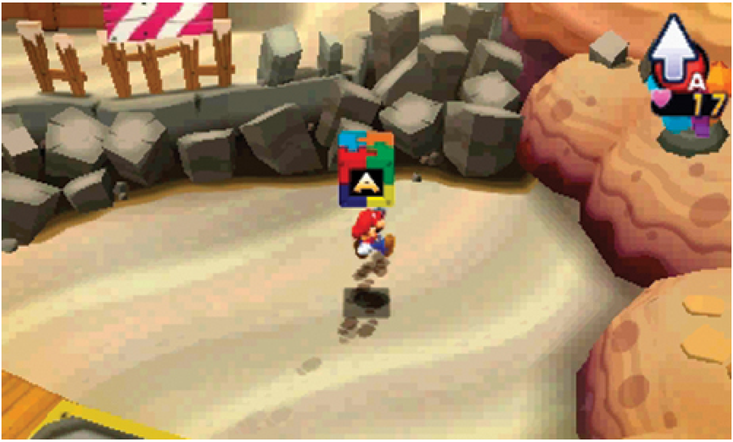


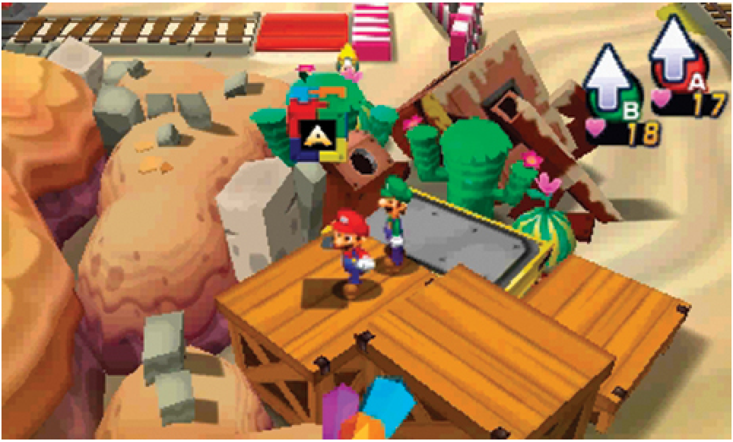


As Mini-Mario, carefully cross the narrow rocks in this section—use your hammer to bust the cracked gray rock blocking your path. There is an Attack Piece atop the rock path to the far west—jump up to grab it. Now, descend to the ground and head toward the south side to locate another Attack Piece. After grabbing the two Attack Pieces, explore this area to find a few ? Blocks containing coins and items. When you're finished scouring this area, return to area 7, via the southern upper path. This allows you to strike another ? Block containing Ultra Candy. Now, return to the Station and take the Drilldigger to the south.

⑨ Second Dozite

While breaking rocks with the Drilldigger in this area, watch for a purple glowing rock on the north side of the tracks. Breaking this rock reveals another pillow, with another Deco Pi’illo trapped inside. After breaking the rock, drill the Turnaround Switch to reverse directions, then stop the Drilldigger at the Station to the east before hopping off.

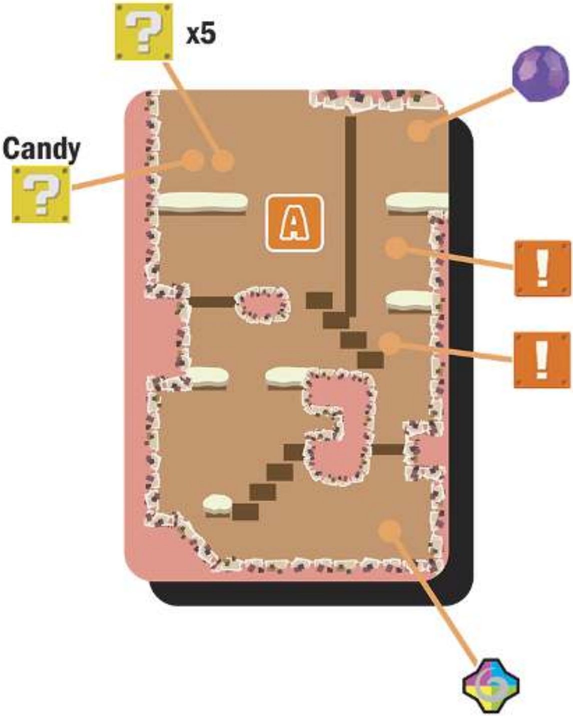




From the Station, head to the southeast corner and use Mini-Mario to pass through a small archway. Just beyond the arch is a ? Block containing coins and another Attack Piece. Next, climb the crates to the west of the Station to gather yet another

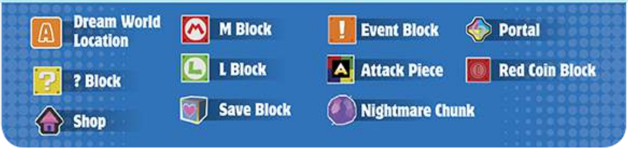
Attack Piece—five more to go! Now, return to the pillow you revealed with the Drilldigger and enter the dream world to rescue another Deco Pi'illo.

Dream World (C)



SUMMARY **Enemies:** None

MAP LEGEND



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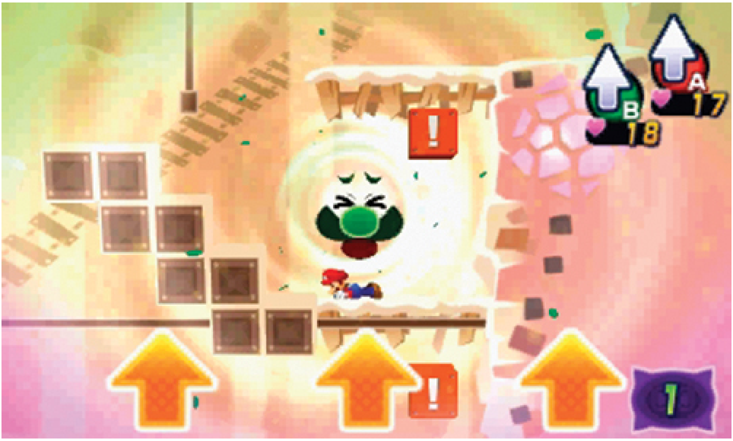
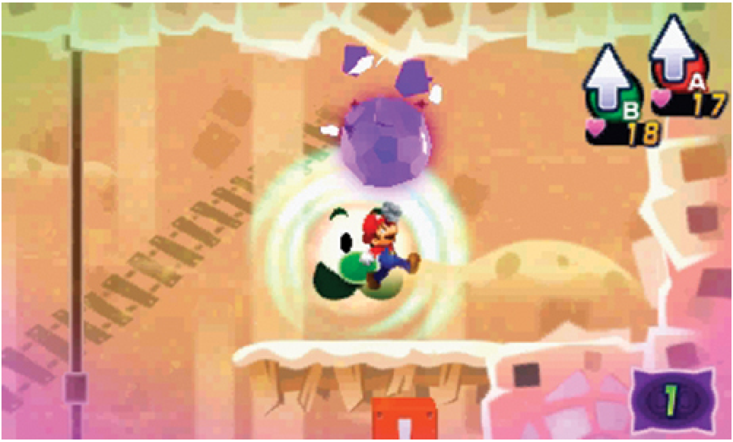
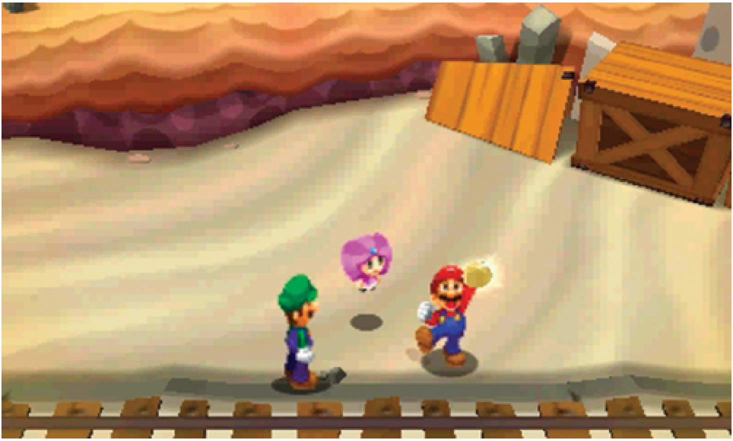
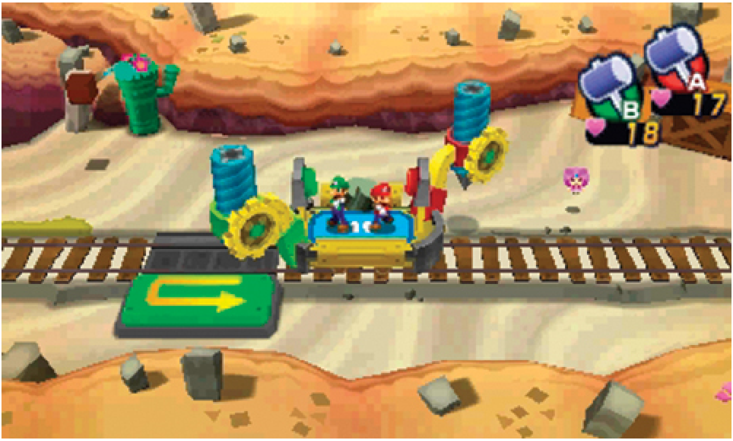




This is a very small dream world, requiring you to reach the nightmare chunk on the upper right. Use the Sneeze Wind Luiginary Work to rotate the pieces of Rotating Terrain. The Event Blocks on the right alter the axis on which each piece of

Rotating Terrains turns. Experiment with different configurations of the Rotating Terrain to fully explore the area, striking a few ? Blocks along the way. When you're finished exploring, make a beeline for the nightmare chunk and smash it to free the Deco Pi'illo.



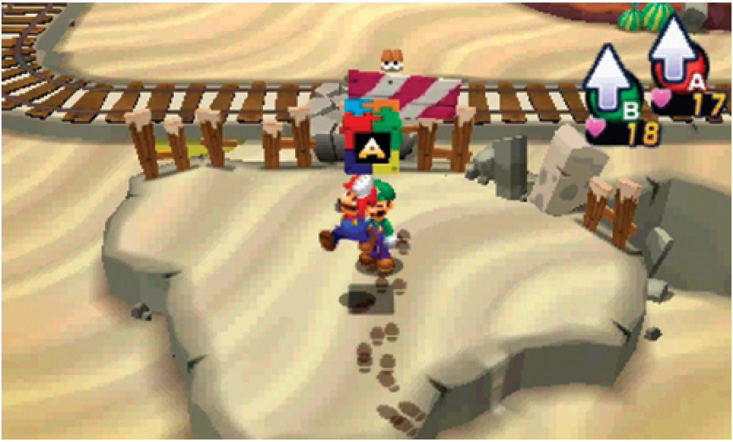


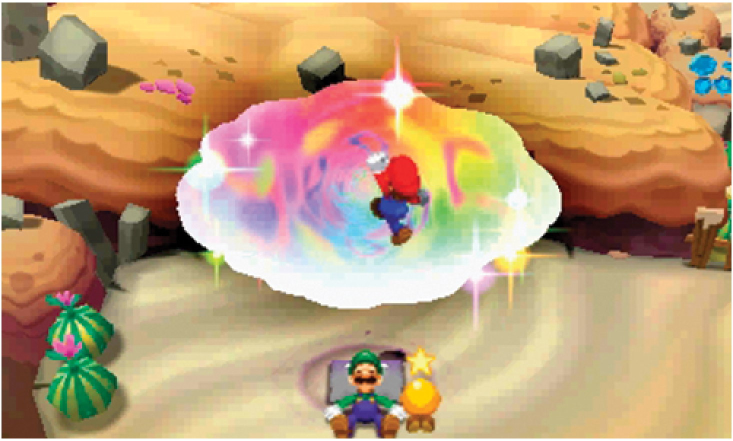
Back in the real world, the Deco Pi'illo thanks Mario and Luigi before handing over another Dozite. Like the previous Dozite, this one lifts from Mario's hand and installs itself in one of the Zeekeeper statues near the northern sand flow. Before leaving, the Deco Pi'illo warns of a brutal monster that wanders the sands. Following the conversation with the Deco Pi'illo, return to the Drilldigger at the Station and proceed to the west. You may need to use the Turnaround Switch to the north to get the vehicle moving in the proper direction.

Note

The track section in the canyon to the north can only be accessed from area 10. It holds a ? Block containing a Steady Hammer. There's also a red panel here that can be flipped, allowing the Drilldigger to travel at high speeds to the west.

⑩ Junction

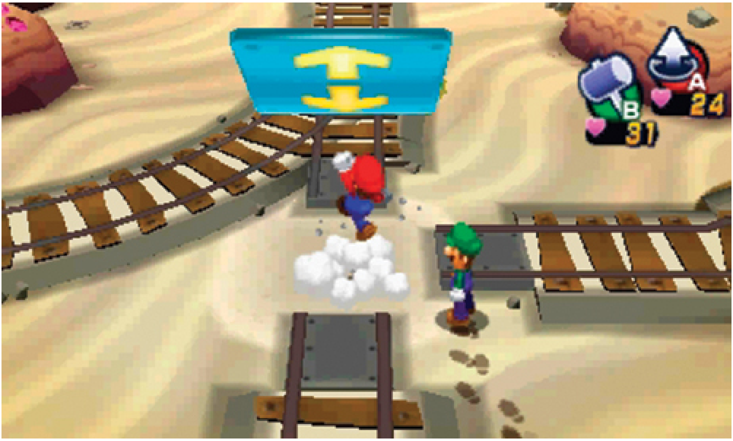


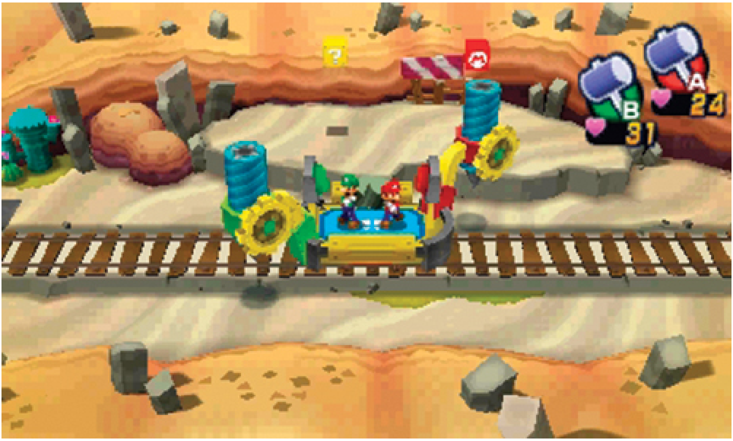


Park the Drilldigger at the Station here and disembark to explore this area on foot—an Attack Piece is located to the south. After grabbing the Attack Piece, climb a series of sandy ledges to the southwest to find a pillow. Immediately enter the dream world. The Pi'illo (K) contained within is not a Deco Pi'illo and does not have a Dozite, but this is a relatively easy and small dream world to conquer. This time you must break three nightmare chunks scattered about. As in the previous dream world, use the Sneeze Wind to spin pieces of Rotating Terrain to reach each nightmare chunk.

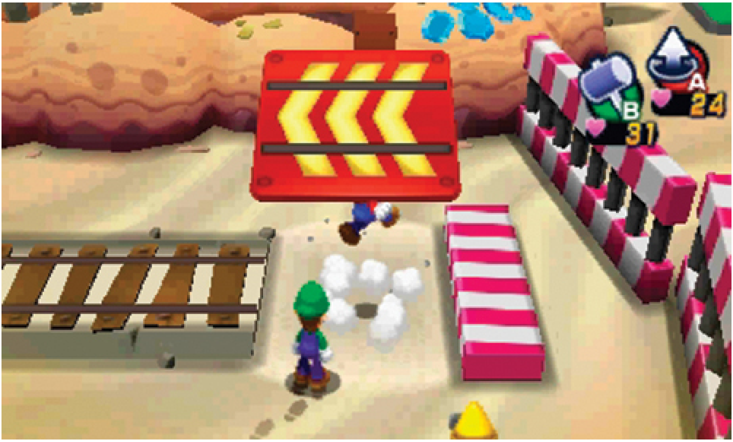
Note

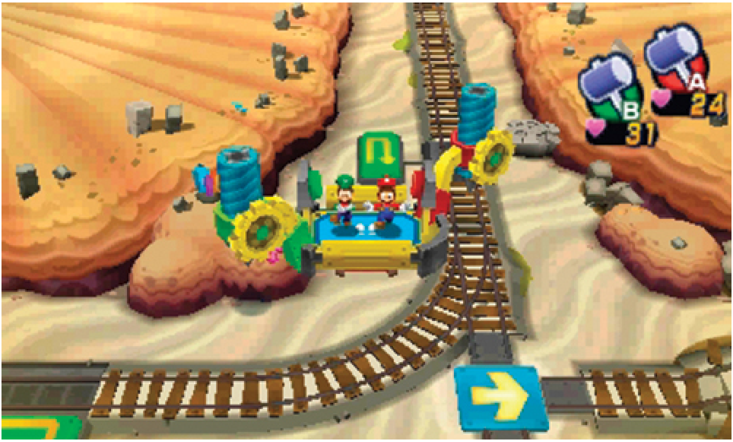
For the purpose of this walkthrough, only the critical path dream world maps are shown. To view all the dream worlds, reference the Atlas section.





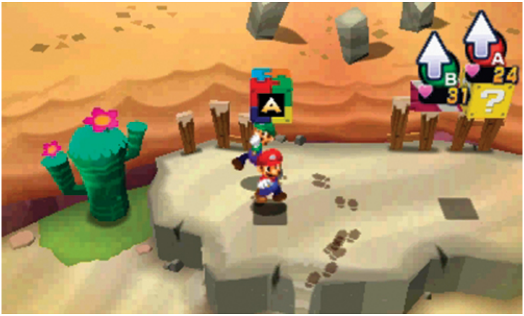
Return to the Station and follow the tracks to the north. Go underground as Mole Mario and surface beneath the blue Drilldigger Panel at the intersection. This allows the Drilldigger to head east. Board the Drilldigger and take it to the east. Stop at the Station just beyond the intersection. There's a ? Block and M Block on the ledge to the north. Strike these blocks and then return to the Drilldigger to continue your journey east. This track heads back to area 8.





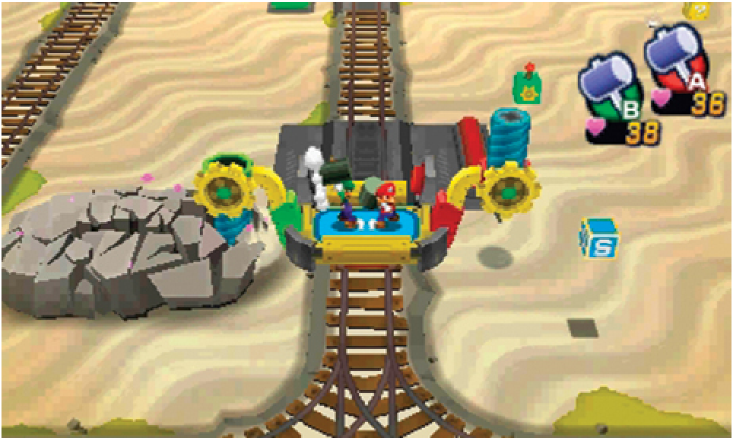
A Shelltop in this area advises flipping over the nearby red panel to give the Drilldigger a boost in speed. As Mole Mario, go underground and surface beneath the red panel to flip it over. Return to the Drilldigger and ride it toward the newly flipped red panel. Upon reaching the end of the track at the red panel, the Drilldigger reverses direction and begins hurtling down the track at high speed. As the Drilldigger returns to area 10, it hits a bump in the tracks sending it flying to the west, landing on a new set of tracks.

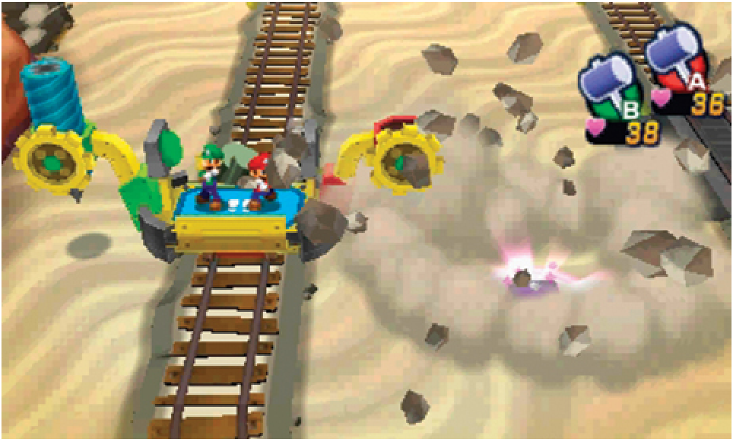
⑪ Southwest Bend



Stop the Drilldigger at the Station here and disembark to explore the area on foot. There's an Attack Piece and a ? Block northeast of the Station, and an L Block to the east. There are also a couple of Beanholes here, not to mention a few Flounderflages beneath the surface. Explore this area, then hop aboard the Drilldigger and continue your journey to the north.

⑫ Third Dozite

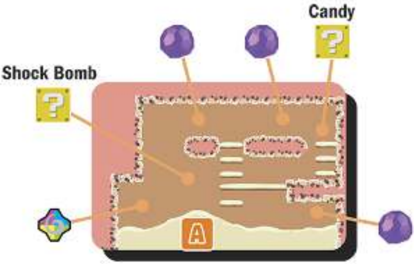




Here you must break several rocks using the Drilldigger, including one massive rock hiding another pillow. Both the east and west sides of this rock must be drilled. Hitting the east side is easy enough. But to drill the rock on the western span of track, drill the green Turnaround Switch to the northeast to send the Drilldigger cruising along the tracks to the west—there's no need to flip the blue Drilldigger Panel. Stop the Drilldigger at the Station and take a moment to explore the area before entering the dream world. There's a few ? Blocks in the area as well as several Beanholes.

Also, take your time defeating all the enemies here to gain some EXP. In addition to Sandoons, you encounter a few Caccacs here. Be ready to knock these guys back during their multi-stage charge attack by using your hammers. Even after knocking them back one time, be ready to keep hitting them as they continue their attack. Caccacs also throw cactus chunks at Mario and Luigi. Be ready to jump if the toss goes low. Otherwise, don't jump at all—the chunk will fly over Mario and Luigi's heads and circle back, hitting the Caccac. Before returning to the pillow, save your game at the Save Block south of the Station. When you're ready, interact with the pillow to enter the dream world.

Dream World (D)



SUMMARY **Enemies:** Skipdrill Dreamy Sandoon Lob-omb

MAP LEGEND

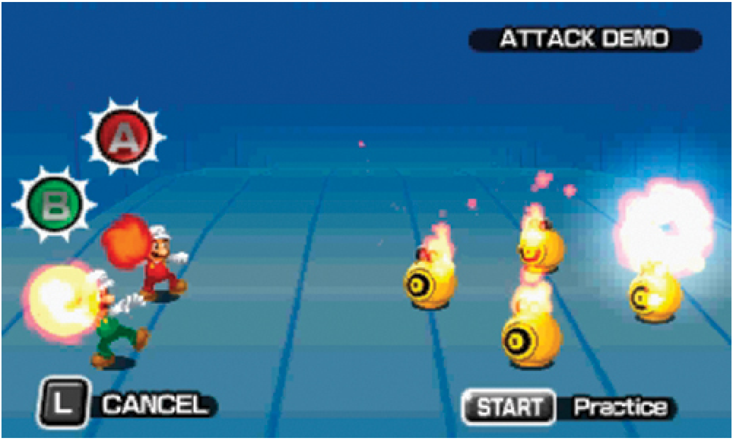
Dream World Location
? Block
Shop
M Block
L Block
Save Block
Event Block
Attack Piece
Nightmare Chunk
Portal
Red Coin Block

A

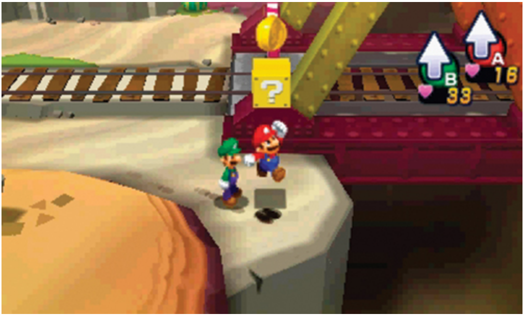
This is another relatively small dream world with three nightmare chunks that must be smashed. But this area is also filled with enemies. So take your time working your way through this dream world, engaging all enemies you encounter along the way. Among the enemies are some Skipdrills. Any attack works well against these enemies, but be ready to dish out some damage during counterattacks too. During one of their attacks, use your hammer to knock falling Skipdrills into their colleagues surrounding you. In a different Skipdrill attack, you must either leap over (or on) the Skipdrills flying toward Mario. Once you get the hang of it, you should be able to counter all of the Skipdrill attacks, significantly decreasing the length of each battle. In addition to Skipdrills, there are also Dreamy Sandoon and Lob-ombs in this dream world—eliminate them all to increase your EXP. When you're not defeating enemies, make a move for the three nightmare chunks scattered about.

The Deco Pi'illo thanks Mario and Luigi upon their return to the real world. As expected, Mario receives another Dozite that finds its way into a Zeekeeper statue near the northern sand flow—only one more to go! While speaking to the Deco Pi'illo, a Shelltop worker interrupts to report that a large horned creature has been seen in the area. Suddenly, a horn emerges from the sand and begins circling the Shelltop, eventually chasing him to the south. When you're finished here, return to the station and board the Drilldigger, taking it back to area 10. At area 10, the tracks automatically send the Drilldigger into the next area to the north.

⑬ Northwest Bend

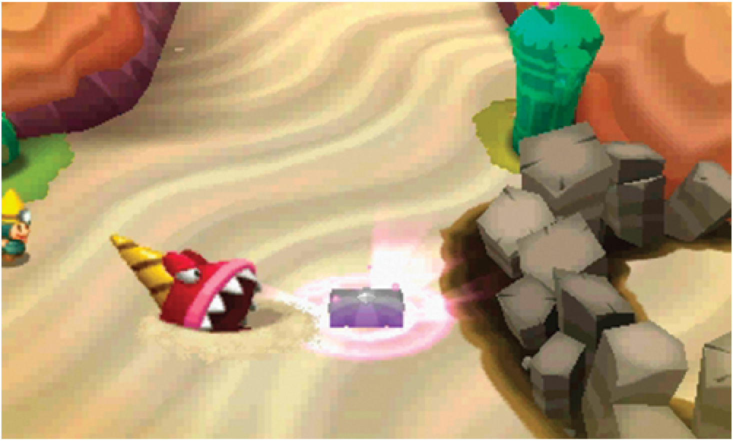


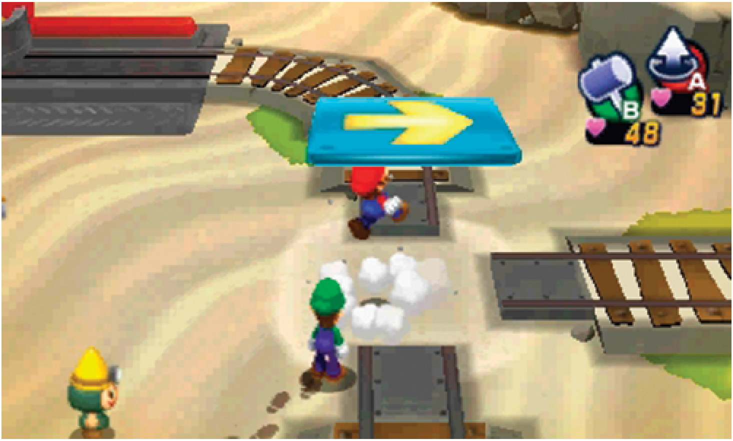
Stop the Drilldigger at the Station here and begin exploring on foot. Head to the north side first and retrieve the tenth and final Attack Piece for Dozing Sands, unlocking a new Bros. Attack—Luigi's Fire Flower! Before moving on, practice this new attack. Alternate between pressing Ⓑ and Ⓐ to make Mario and Luigi toss fireballs toward their targets. Watch as the fireballs grow in Mario and Luigi's hands—press the buttons to throw the fireballs before they explode. But if you press the buttons too early, the brothers will release tiny fireballs that inflict little damage. Maximizing damage to the targets is tricky with this attack and requires some practice and careful timing, so feel free to take a few moments mastering this attack before proceeding.



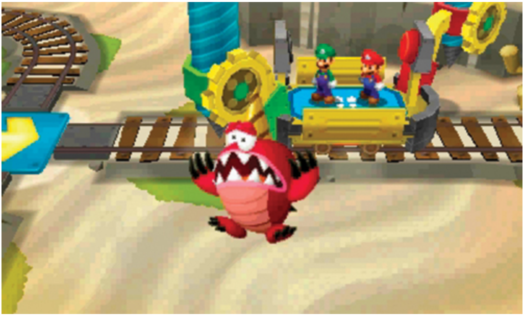
In addition to the final Attack Piece, there are also several Beanholes and ? Blocks in this area. Loot coins and items from this area, then return to the Station to board the Drilldigger, taking it back to area 7 to the east.

⑦ Torkscrew Chase Part 1



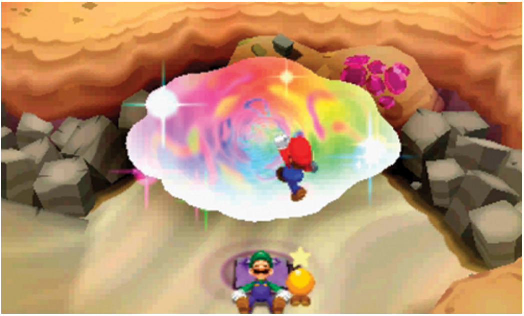


Upon returning to area 7 where Britta began her tour, Mario and Luigi notice the fourth and final pillow containing the last Deco Pi'illo. Suddenly the rumored horned monster emerges from the sand and swallows the pillow. Starlow urges Mario and Luigi to chase after the beast before it can get away. The Torkscrew's horn can be seen traveling to the east. Use the Drilldigger to chase after the Torkscrew. To follow, you must stop the Drilldigger at a Station and then use Mini-Mario to flip the blue Drilldigger panel to the east. This allows the Drilldigger to follow the tracks heading east. You can't engage the Torkscrew at this point—just flip the panel and return to the Drilldigger to resume the chase.



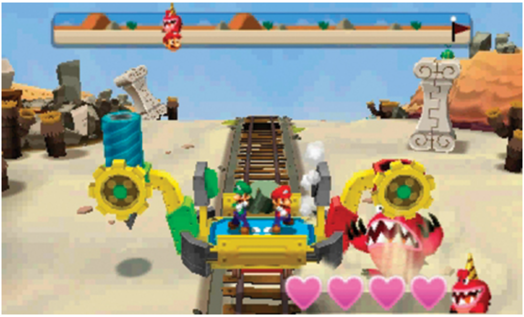
As the Drilldigger approaches the Torkscrew's horn, activate the drills to strike him. This causes the creature to scramble about beneath the surface of the sand, eventually crashing through the barrier to the east, allowing the Drilldigger to continue along the tracks.

⑫ Torkscrew Chase Part 2



As the Drilldigger continues into this area, the Torkscrew's horn can be seen traveling north. There's no need to rush now. Stop at the Station and disembark to explore this area on foot. Here you can find a Random Block to the east as well as another pillow—take a moment to rescue another Pi'illo Folk (J). Also, the upper ledge to the northwest allows you to return to area 7 and retrieve a Defense Bean and strike a Bros. Block. When you're finished exploring here, return to the Station and take the Drilldigger to the north.

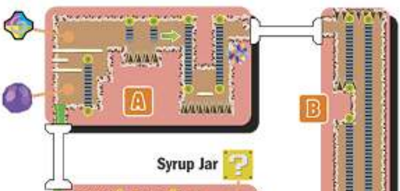
⑮ Fourth Dozite

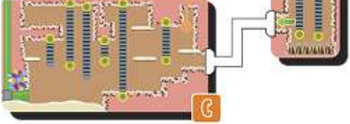


During this sequence you must use the Drilldigger to strike the Torkscrew beneath the sand. The heart icons at the bottom of the screen represent the Torkscrew's health. Each hit with a drill depletes the Torkscrew's health by one heart. You must hit the Torkscrew five times to completely deplete its health. Watch the Torkscrew's horn carefully and only activate a drill when the Torkscrew is directly beneath it.

The Torkscrew finally coughs up the pillow here, allowing Mario to enter the dream world and rescue the fourth and final Deco Pi'illo. But before entering the dream world, explore this area briefly to strike a ? Block and hunt down a few enemies.

Dream World (E)



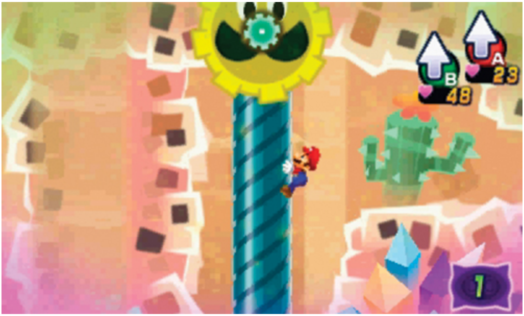


SUMMARY **Enemies:** Skipdrill Dreamy Sandoon Lob-omb

MAP LEGEND

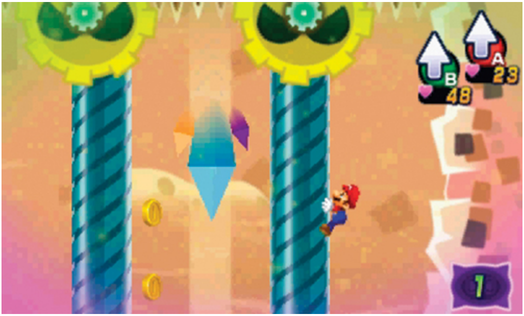
- A Dream World Location
- ? ? Block
- Shop
- M Block
- L Block
- Save Block
- ! Event Block
- A Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

A



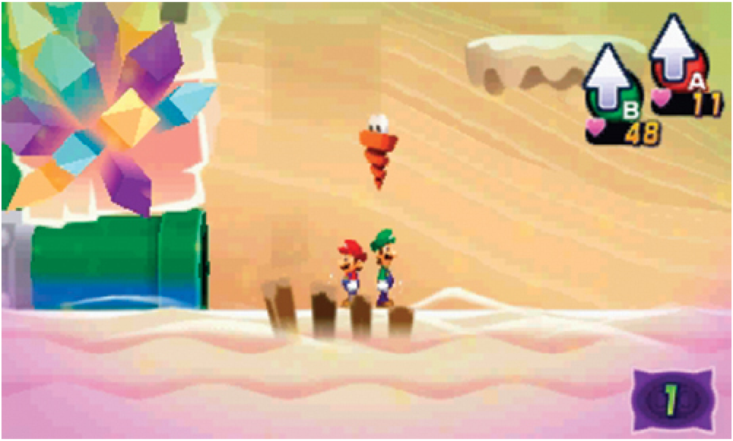
There is only one nightmare chunk in this dream world, and it's just below the starting point. Unfortunately, there's no easy way to get to it from here, so you'll need to find another way to reach it. Use the Luiginary Cylinders to cross over the spiked floor to the right. This time some of the Cylinders function like drills, causing Mario to rise and descend while clinging to the side—the direction of movement depends on which direction you spin Luigi's nose on the Touch Screen. Grab hold of the third Cylinder and ride it down to the lower level. Grab another Cylinder and ride it up, exiting on the right.

B



Here you must descend this shaft using two Cylinders while avoiding falling debris. Periodically debris falls between the two Cylinders—make sure you're not in the way when this happens. Rotate the Cylinders slowly ensuring Mario is not exposed to the middle area when debris falls. You can remain on one Cylinder the whole way down. But if you want to get all the coins along the way, you'll need to hop between the Cylinders, adding a degree of risk to this descent. When you make it to the bottom, exit to the left.

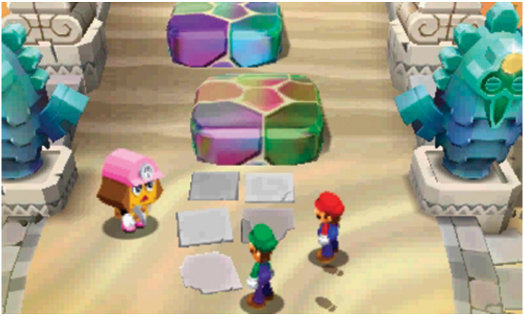
C



Battle a mix of Dreamy Sandoons, Skipdrills, and Lob-ombs here while advancing to the left. Once you're finished battling enemies and collecting coins, enter the green pipe on the bottom left. The pipe leads back to area A, putting you within close proximity of the nightmare chunk. Smash the chunk and return to the real world for your reward.

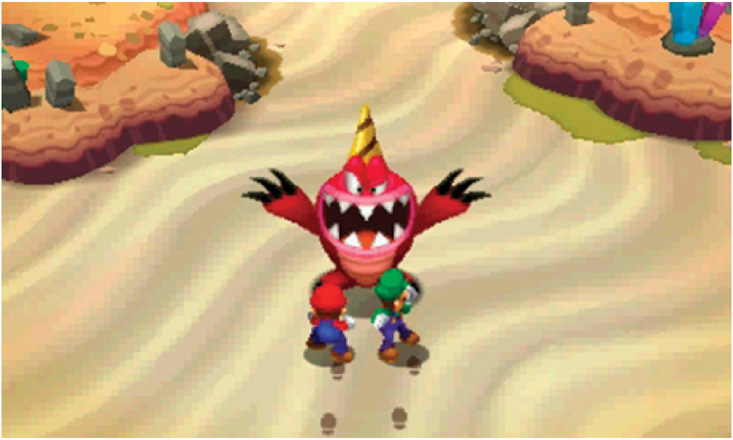
In the real world, the rescued Deco Pi'illo hands over the fourth and final Dozite. As this Dozite is magically installed in the last Zeekeeper statue, all four of the statues begin to shine. The Deco Pi'illo reports that the path to the Dream Stone is now open. Head back to area 5 to get a closer look at those statues.

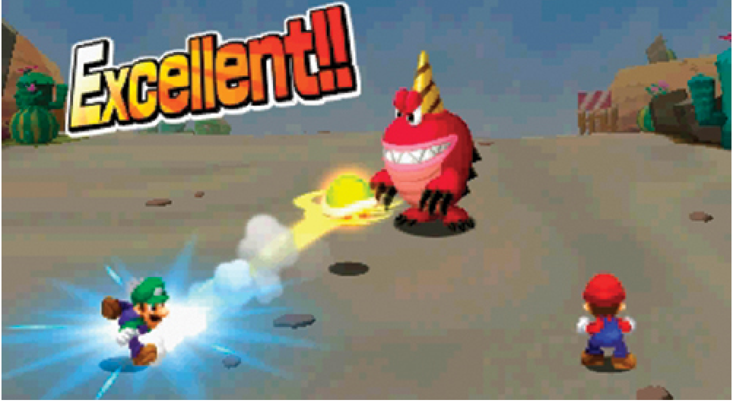
⑤ Dream Stone Path



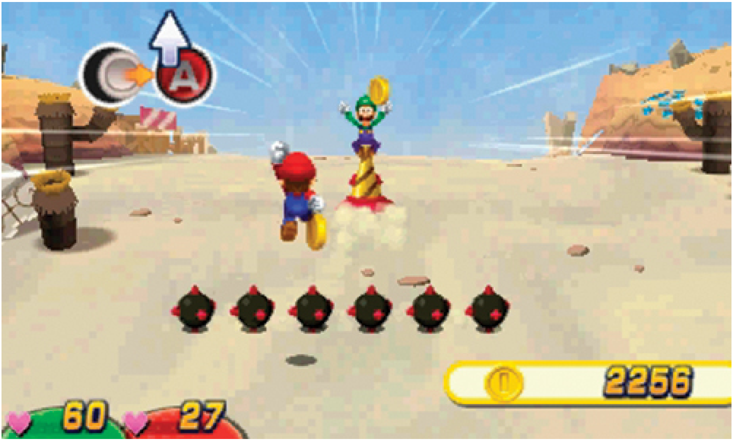
As Mario and Luigi approach the sand flow between the Zeekeeper statues, several multi-colored steps emerge. Britta responds to the commotion and is eager to see what lies beyond these steps. Save your game at the nearby Save Block, then follow Britta across the steps and enter the area to the north.

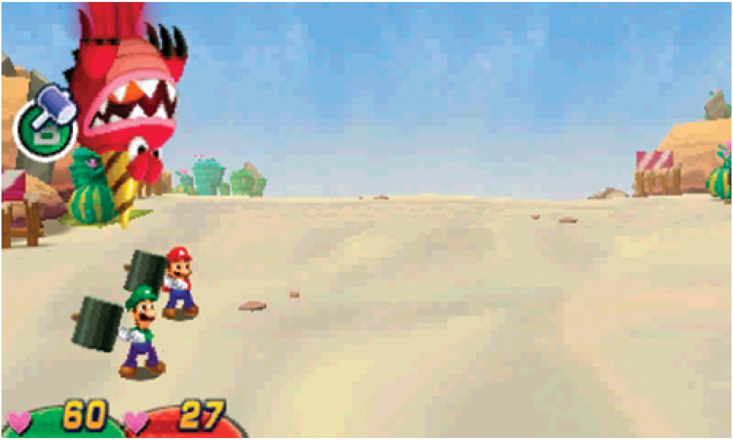
⑯ Torkscrew Battle



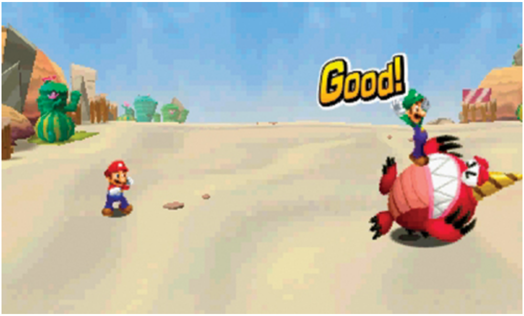


Torkscrew has made a return, this time dragging Britta across the sand before swallowing her. Mario and Luigi waste no time rushing to the rescue. Like any enemy with a spike on its head, don't use Jump attacks against Torkscrew. Instead, use hammer or Bros. Attacks. The 3D Red Shell and 3D Green Shell attacks are very effective, as is Luigi's new Fire Flower attack.

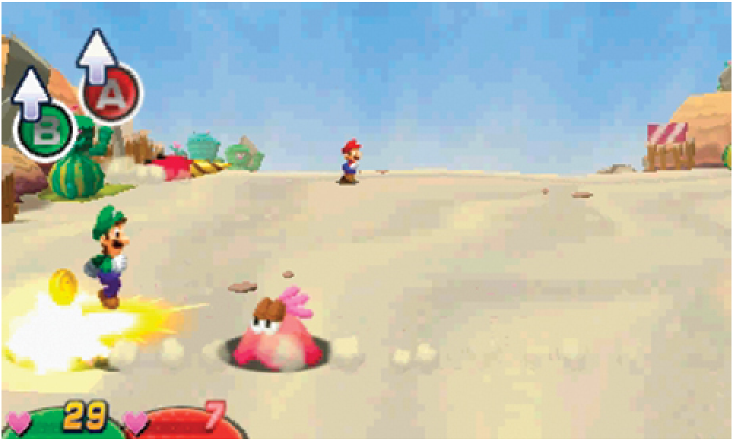


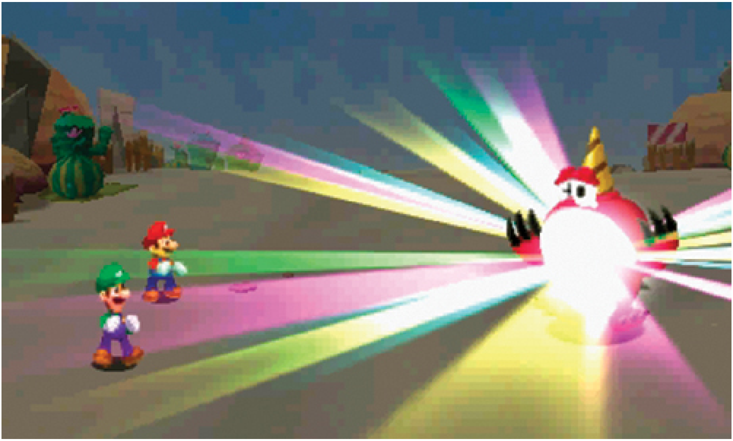


Torkscrew's attacks are rather brutal, but can be avoided or countered if you pay close attention. When Torkscrew drops beneath the surface of the sand, prevent him from surfacing directly beneath Mario or Luigi—jump to avoid getting impaled by his horn and carried away. Likewise, when Torkscrew takes to the air, use your hammer to knock him back.

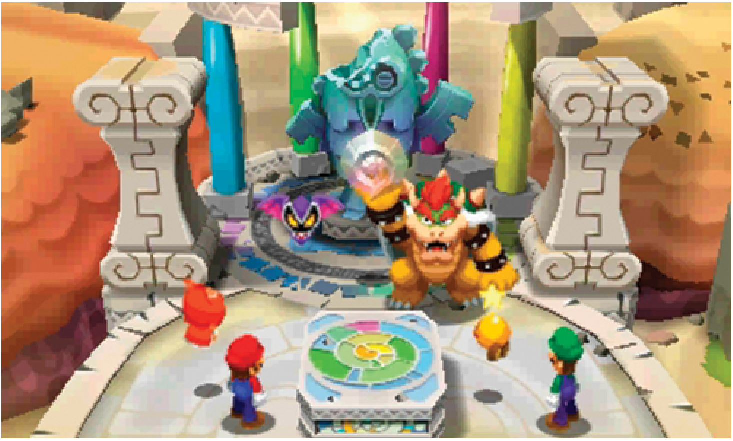


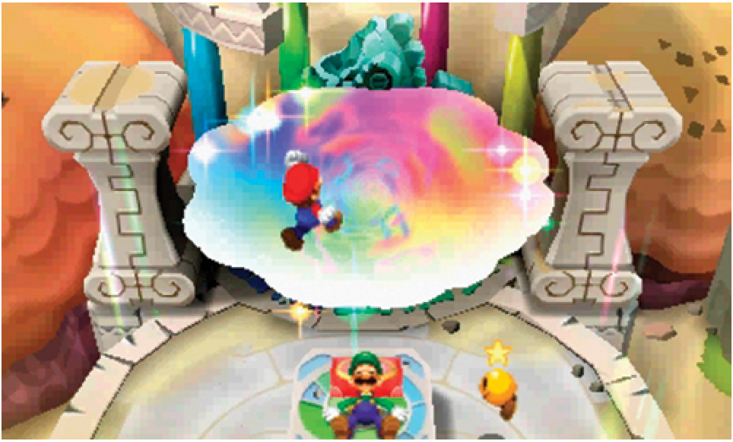
If you manage to knock Torkscrew on his back by counterattacking with a hammer, you can commence with Jump attacks. But even in this vulnerable state, Bros. Attacks offer the most damage output, assuming you still have enough BP to pull them off. If not, consider consuming Syrup Jars to replenish your BP.





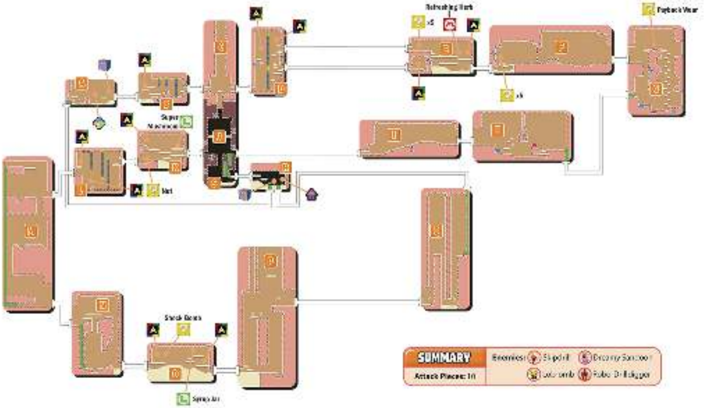
In another Torkscrew attack, the brothers are separated with threats in the foreground and background. As Mario evades Torkscrew in the background by jumping, Luigi must also watch out for incoming enemies moving along the surface of the sand. Don't let these split attacks divide your attention. Keep an eye on both the foreground and background and jump with the appropriate character when necessary to avoid taking damage. Keep up the attacks and counterattacks until Torkscrew is down for the count. Defeating Torkscrew awards you plenty of coins, EXP, and a pair of Coin Boots.





Britta is a little worse for wear due to her run in with Torkscrew, but thanks to Mario and Luigi, she'll recover. A trio of Shelltops arrive and carry her back to the job site, leaving Mario and Luigi here to explore. Ascend the steps to the north to find the Dream Stone. Unfortunately, Antasma and Bowser have beat you to the punch, securing the Dream Stone for their own dastardly plans. After a brief appearance, Antasma and Bowser leave, taking the Dream Stone with them. Dreambert urges Mario and Luigi to follow them, but Starlow points out that there's no telling where Antasma and Bowser are going. That's when Dreambert suggests using the Dreampoint—the multi-colored altar-like platform here. Apparently there are multiple Dreampoints scattered across Pi'illo Island. Sleeping on this Dreampoint may yield clues as to the whereabouts of the Dream Stone. As Luigi falls asleep on the Dreampoint, a familiar portal opens, allowing Mario to enter the dream world.

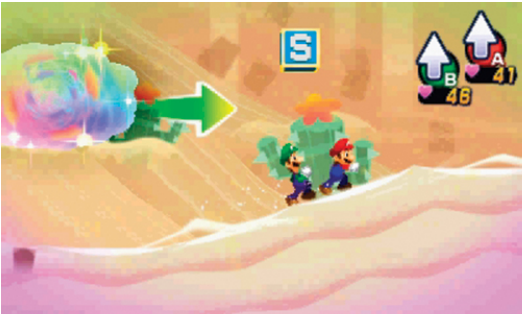
Dreamy Dozing Sands (F)



MAP LEGEND

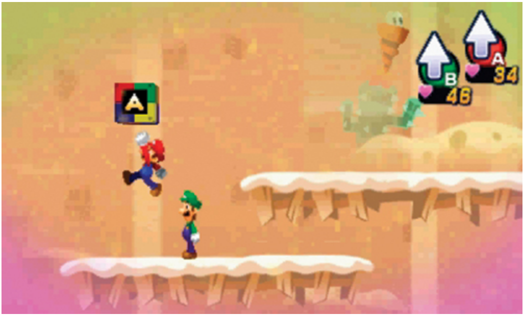
A Dream World Location	M Block	! Event Block	Portal
? Block	L Block	A Attack Piece	Red Coin Block
Shop	Save Block	Nightmare Chunk	

A



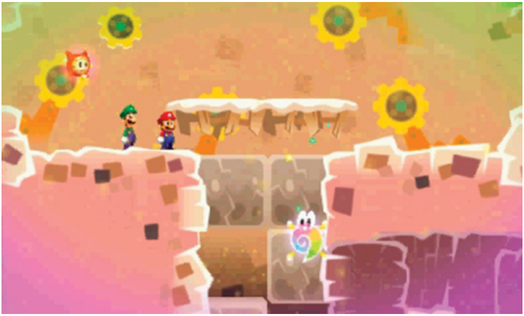
Before starting your adventure in Dreamy Dozing Sands, consider saving your game at the Save Block here. Once your game has been saved, exit to the right.

B



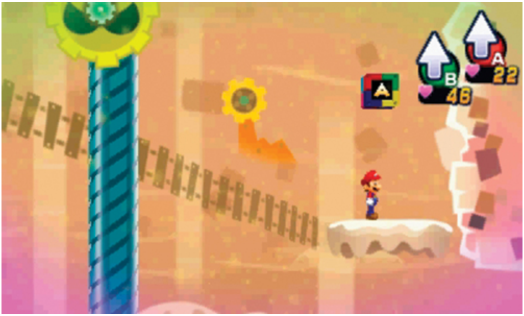
Watch out for the Skipdrills here—don’t let them strike you from above. The first Attack Piece can be found on a platform to the left. As you advance to the right, use the Luiginary Cylinders to reach the exit.

C



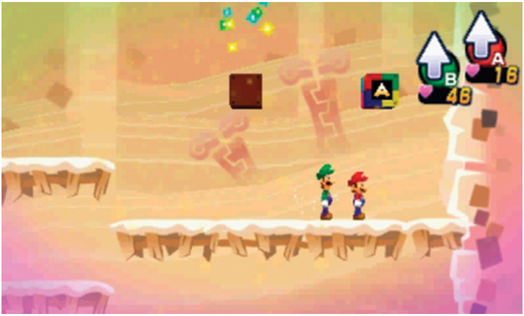
The multicolored entity ahead is the Spirit of the Dream Stone. This is the spot in the dream world where the Dream Stone used to be. But when asked where the Dream Stone is in the real world, the Spirit of the Dream Stone is stubborn. Since Bowser and Antasma moved the Dream Stone in the real world, the Dream Stone’s Spirit is really drowsy and cranky. The Spirit just wants to be left alone and sleep. After a brief and somewhat hostile conversation, the Dream Stone’s Spirit descends through the solid rock and falls asleep at the bottom of a dark shaft below. You can’t follow the Spirit, so exit this area on the right.

D



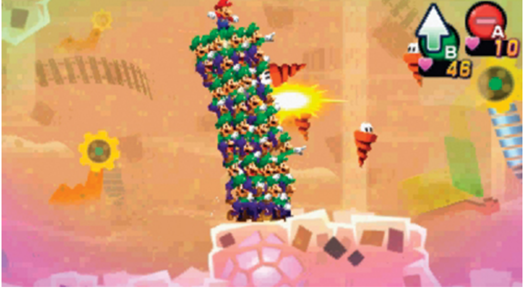
Use the Luiginary Cylinders and moving platforms to work your way up this shaft-like room and gather the two Attack Pieces. There are two exits—one on the lower right and one on the upper right. Take the lower exit first to enter a small chamber in area E, containing another Attack Piece. Return to area D, then exit using the passage on the upper right.

E



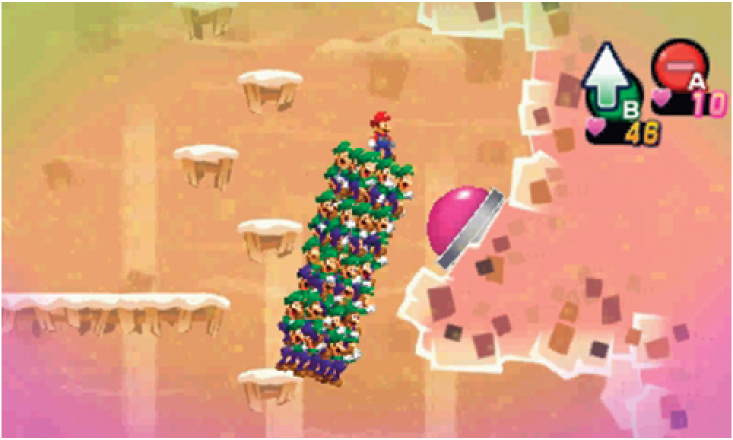
The Attack Piece on the left here must be accessed through the lower right passage in area D. Use the upper right passage to access the rest of this area, including an M Block and Attack Piece to the far right—five down, five more to go! Once you've gathered the goodies, eliminate the Dreamy Sandoons (and their Lob-omb associates) and then exit on the right.

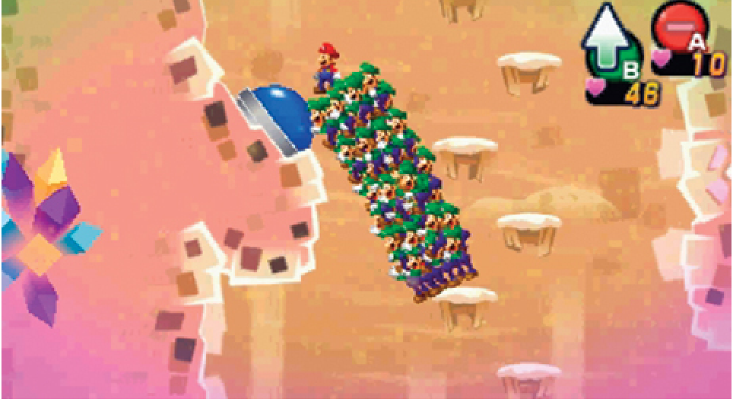
F



As advised by Dreambert, use the Luiginary Stack to begin the advance through this area, plowing through several Skipdrills and Dreamy Sandoons along the way. Jump, by pressing Ⓑ , to gather coins and negotiate ledges. Exit this area on the right, still using the Luiginary Stack.

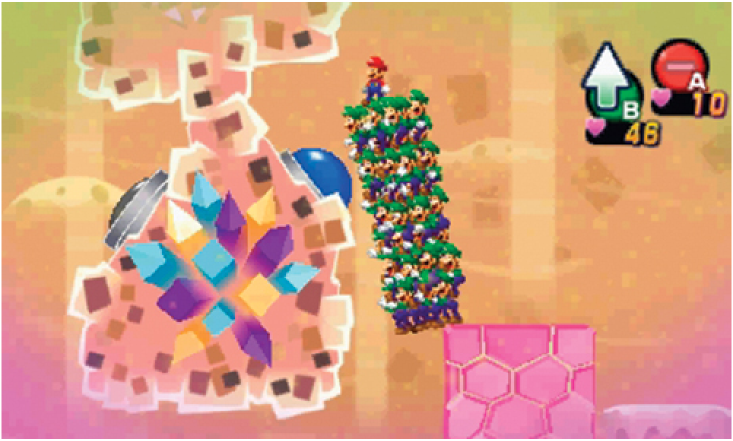
G

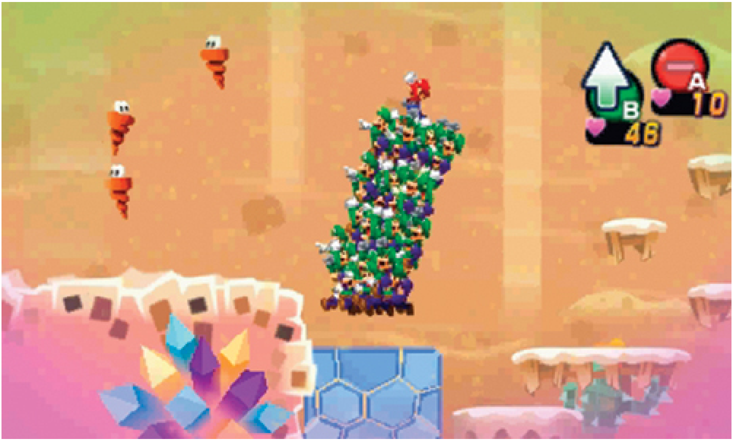




As the Luiginary Stack, drop down the first shaft here, then move to the right. Here there are several ledges—jump up to reach them. Look for two colored switches (red and blue) embedded along the walls. Inch the Stack out toward the side of a nearby ledge, causing the Stack to lean over and strike the switch. Each switch raises a block, allowing you to reach the exit. Activate both switches, then exit through the green pipe on the left side—you must disassemble the Luiginary Stack and proceed through the pipe as Mario and Dreamy Luigi.

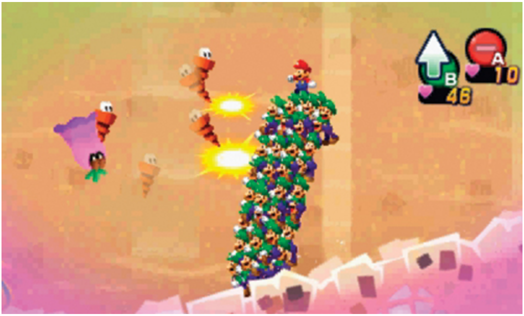
H





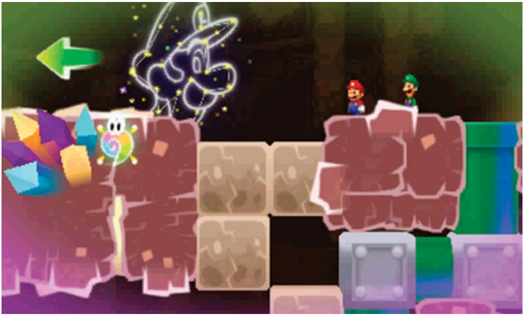
Upon emerging from the green pipe, initiate another Luiginary Stack and eliminate the nearby Skipdrills. Once again, search out the red and blue switches here to raise a couple of blocks. Hit the red switch first to raise the red block—this allows you to reach the blue switch. To get back to the red block you must disengage the Luiginary Stack and pass through a narrow tunnel as Mario and Dreamy Luigi. Reassemble the Luiginary Stack on the other side to hit the blue switch by leaning the Stack. Once the blue block is raised, advance to the left side and exit, eliminating more Skipdrills along the way.

I



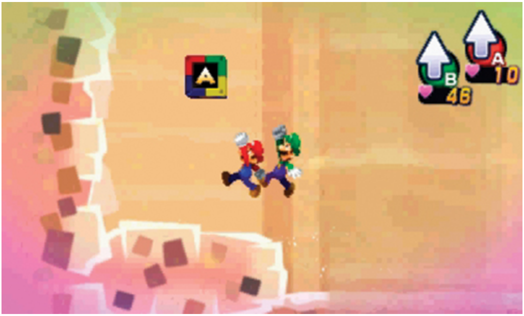
Maintain the Luiginary Stack in this area and gather coins during the advance to the left. There are also a number of Skipdrills and Dreamy Sandoons in this area you can plow through as the Stack, but you must disengage the Luiginary Stack to fit through the exit on the left.

J



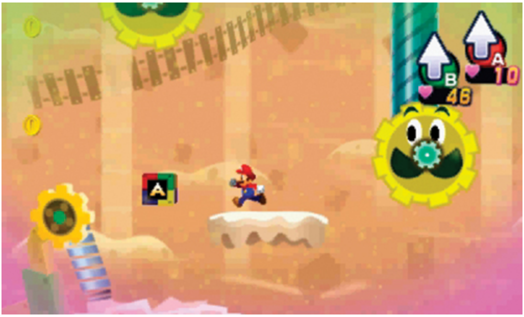
Finally, you've caught up with the Dream Stone's Spirit, still dozing in the bottom of this dark shaft. But as Mario and Dreamy Luigi approach, the Spirit is awakened…and is as stubborn as ever. Once again, the Spirit refuses to disclose the location of the Dream Stone in the real world. With nothing more to say, the Spirit escapes, passing through more solid rock and descending deeper into the shaft. You'll need to find another way down there, so exit this area to the left.

K



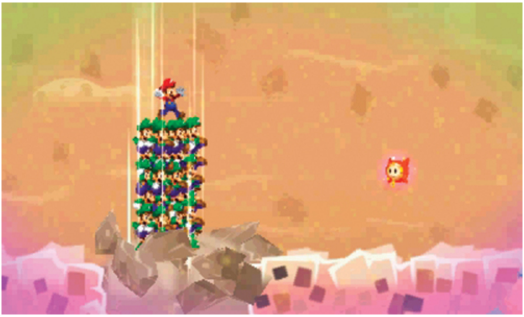
Seek out the L Block on the right here as well as the Attack Block on the far left. But be mindful of the Skipdrills floating overhead—dodge their diving attacks, then jump on top of them to initiate a battle. When you've wiped out all the Skipdrills, exit on the left side.

L

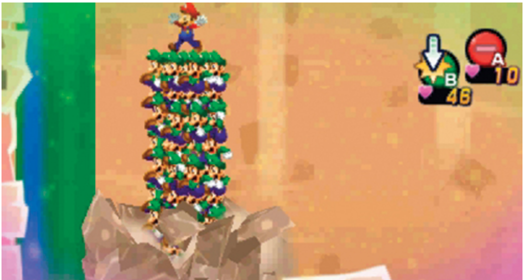


Negotiate a series of Luiginary Cylinders and moving platforms here to avoid falling on the spiked floor below. From the second Cylinder, jump over to a moving platform and ride it down to reach an Attack Piece. A second Attack Piece is located just above the area’s exit—don’t forget it!

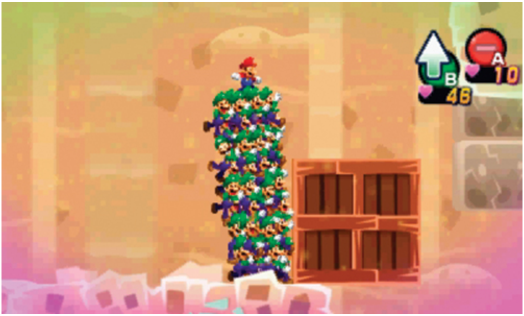
M



Dreambert appears in this area, suggesting that the stones in the floor can be broken. Initiate a Luiginary Stack and jump up while standing over the rocks. While in midair, press Ⓑ again to break the rocks. This is a Luiginary ability called the Ground Pound. You can break certain objects, like rocks, with this move.

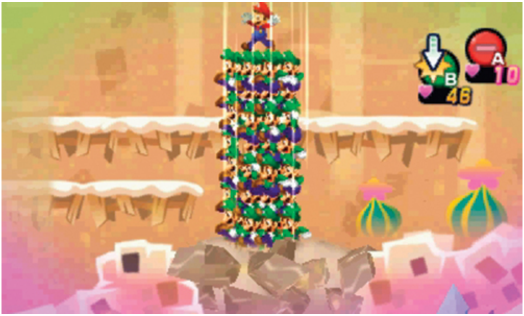


Now that you've learned the Ground Pound, put it to use by breaking the rocks in the floor near the entrance. This allows you to reach the mid-level area of the room—plow through the Skipdrills and use more Ground Pounds to destroy the wooden crates. Perform another Ground Pound on the rocks near the green pipe to reach the room's lower level.



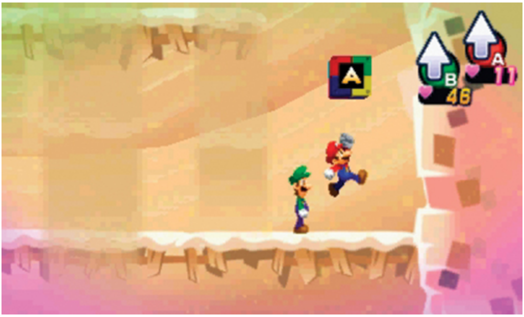
On the lower level, push the wooden crate to the right, pushing it off a short ledge. Jump off the ledge and then perform a Ground Pound to bust the crate. Before leaving this area, consider disengaging the Luiginary Stack and entering the green pipe to the left. This takes you to the top of the room, allowing you to retrieve some items.

N

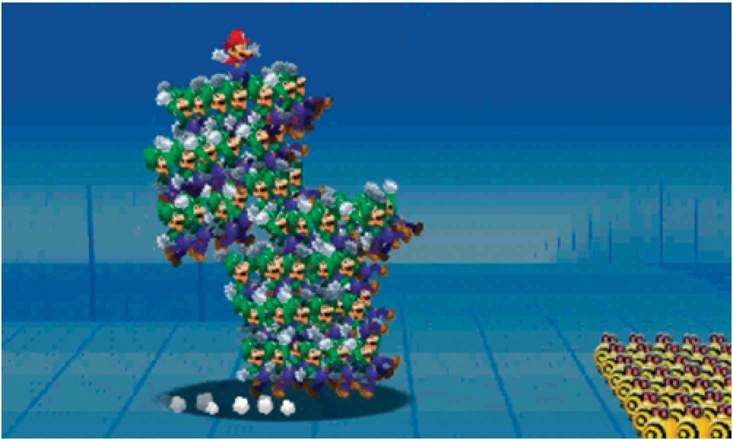


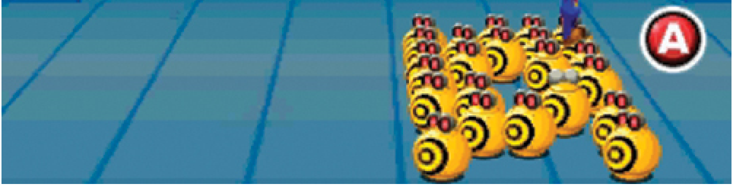
Using the Ground Pound, smash through one of two sets of rocks at the top of this room, collecting coins on the way down. If you want to bust through both sets of rocks, return to the top via the green pipe on the left, then Ground Pound your way through the second set of rocks before exiting on the right. You must disengage the Luiginary Stack to fit through the exit.

O



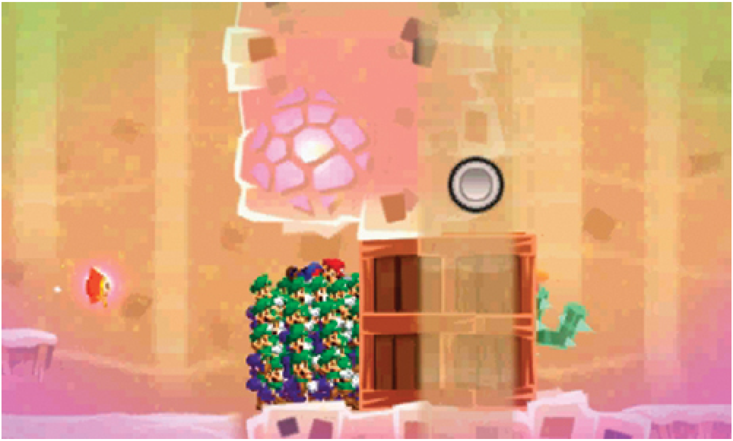
The final two Attack Pieces are in this area, located on the far left and right. Grab the Attack Pieces while making your way through battles with Skipdrills and Dreamy Sandoons. Once you've obtained the tenth Attack Piece, try out your new Luiginary Attack—the Luiginary Stack!

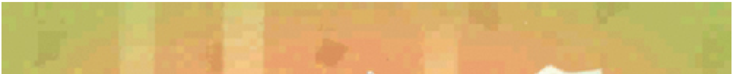


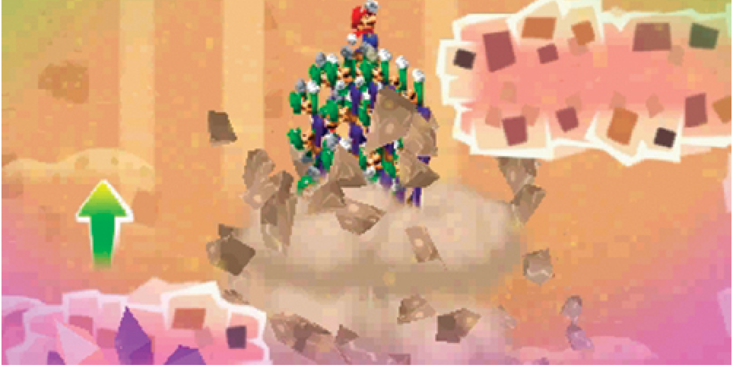


During this attack you must gather a tall Stack of Luiginoids and carefully balance the Stack prior to launching a devastating attack. Practice this new attack before using it in an actual battle, because it takes a while to master. The trick is balancing each new set of Luiginoids added to the bottom of the Stack. If the Stack gets out of alignment, use the Circle Pad to maintain balance, or else all the Luiginoids will come crashing down, aborting the attack. For best results, get the Stack organized as straight as possible to maintain stability. Then when it's time to attack, pay close attention. After the Luiginoids come crashing down on your enemies, be ready to press Ⓐ to inflict extra damage as Mario. This attack takes a while to master, so feel free to practice it over and over until you can score a few Excellents. After practicing, exit this area on the right side.

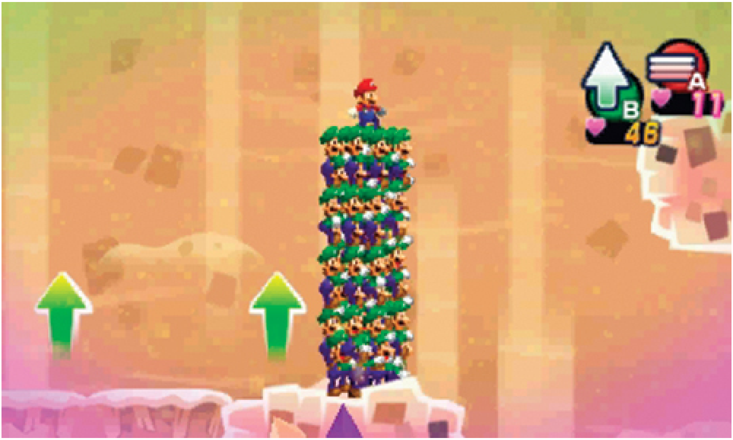
P





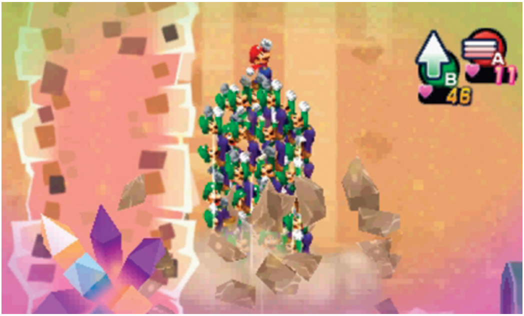


Initiate a Luiginary Stack and follow Dreambert's instructions to compress the Luiginoids into a shorter formation—press Ⓐ to compress the Stack. This allows the Stack to push the wooden crate to the right, opening access to the other side of the area. Upon pressing Ⓐ to return the Stack to its normal size, the Stack springs upward, smashing through rocks high above—this is called a Spring Jump.



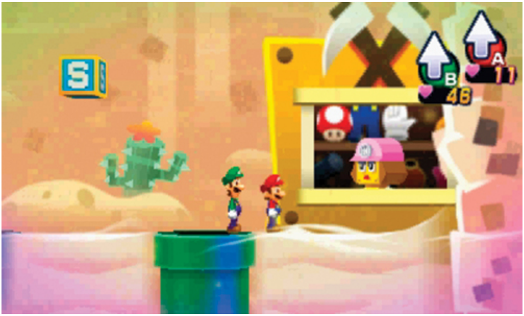
Spring Jump again to reach the upper level of this area. Initiate Spring Jumps in front of the green upward-pointing arrow on the left to launch the Stack up through rock and coin-filled shafts. Then initiate a Spring Jump in front of the green arrow on the right. During this jump, move the Circle Pad to the right as the Stack flies through the air, allowing it to land on the ledge to the right, near the exit.

Q



Here's another opportunity to practice Spring Jumps and Ground Pounds. Spring Jump up the nearby shaft, Ground Pound down the middle shaft, and then Spring Jump up the shaft on the right side—be sure to grab the coins above the third shaft. Disengage the Luiginary Stack and exit through the green pipe on the right.

R



Is that Britta operating a shop in the dream world? Take a moment to browse through Britta's wares, stocking up on items and gear. If you haven't already, sell off any gear you're not using to add more coins to your collection before making any purchases. Also, if Mario is low on HP and BP, buy some Pi'l-latte for a cool 10 coins. When you've made all the purchases you wish, use the nearby Save Block to save your game. Exit by moving to the left, using the upper ledge.

Dreamy Dozing Sands Shop Inventory

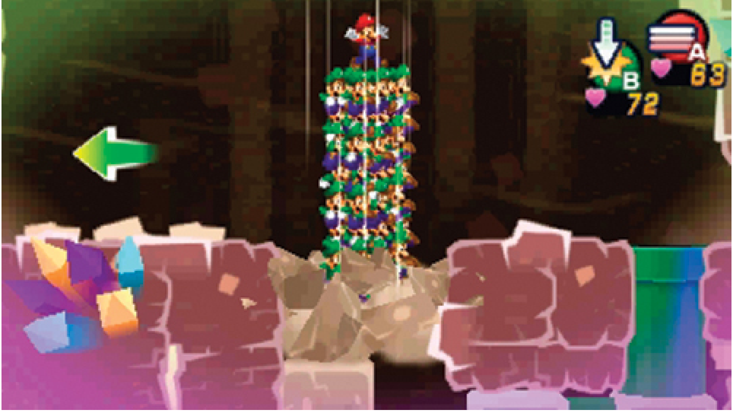
Items

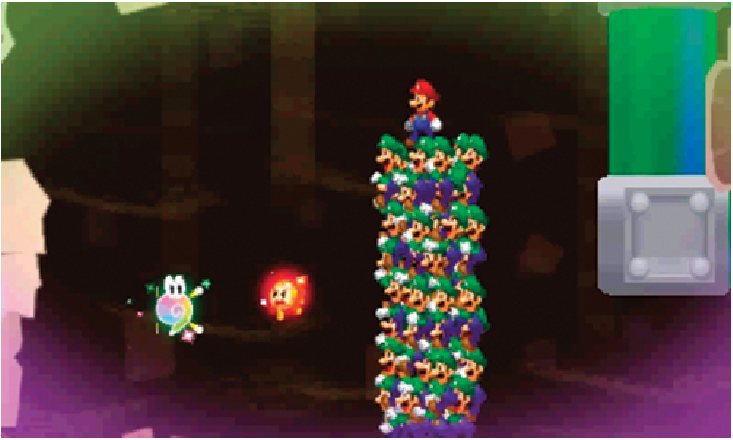
Merchandise	Coins
Super Mushroom	30
Super Nut	75
Supersyrup Jar	60
Refreshing Herb	30
Shock Bomb	50
Boo Biscuit	5
Mushroom	10
Nut	25
Syrup Jar	20
1-Up Mushroom	50

Gear

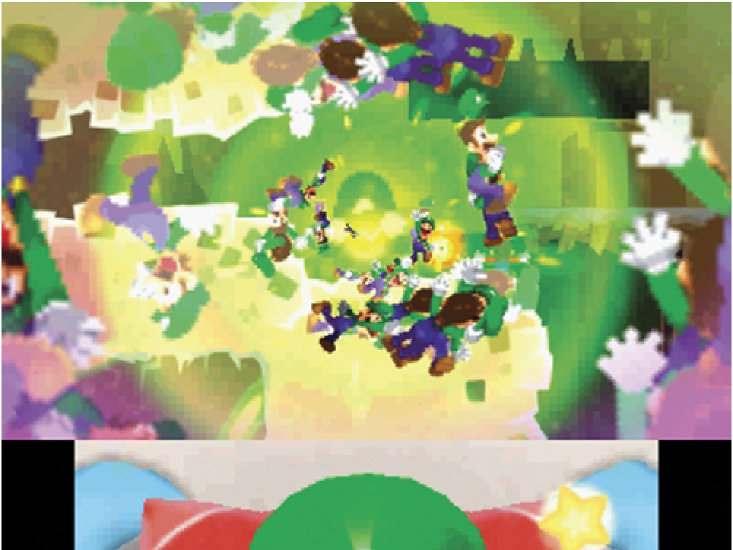
Merchandise	Coins
Picnic Boots	190
Steady Boots	480
Picnic Hammer	190
Steady Hammer	480
So-so Wear	140
Singular Wear	360
Shell Gloves	100
Gift Gloves	120
Charge Gloves	120
Coin Bros. Gloves	100
Guard Shell	360

S



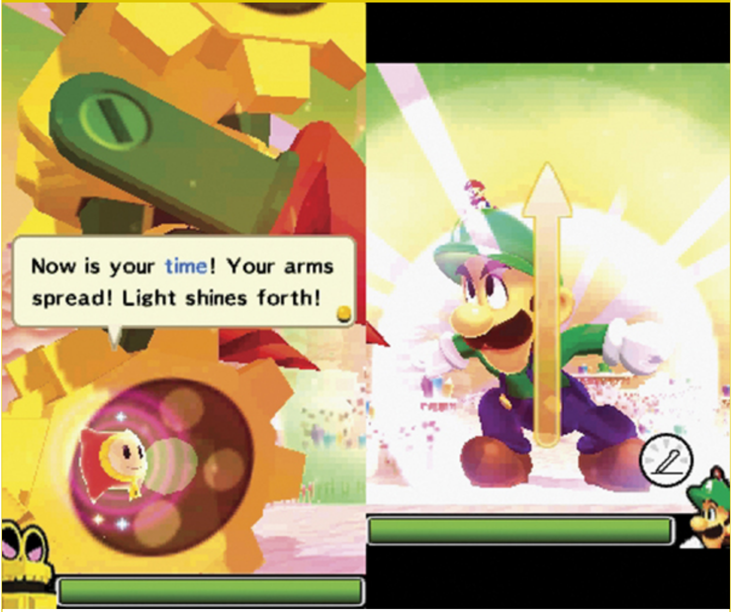


If you used the upper ledge in area R, you enter here in front of a green pipe. Mario and Dreamy Luigi emerge in the mid-level area of the shaft. Here you can initiate a Luiginary Stack and Ground Pound your way through the rocks to reach the slumbering Dream Stone's Spirit. But the Spirit is still as stubborn as usual, refusing to reveal the location of the Dream Stone. Despite Dreambert's furious protest, the Spirit retreats again, and falls asleep at the very top of this shaft.

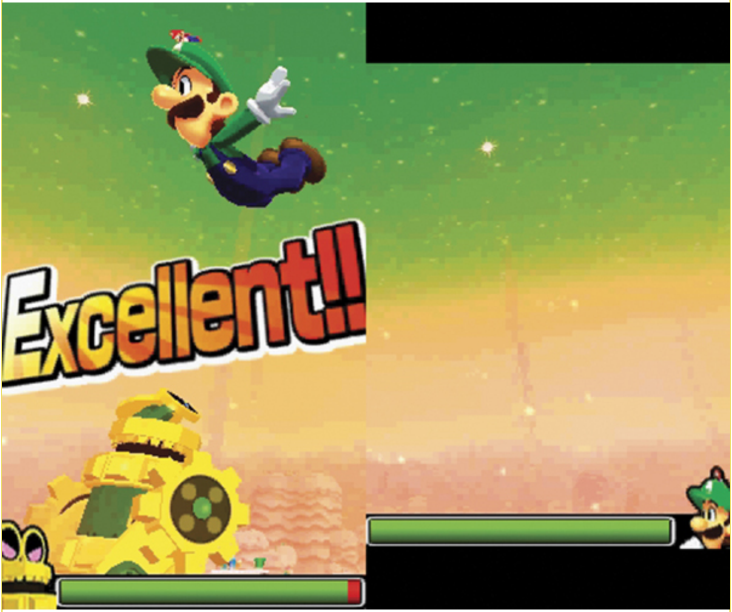


At Dreambert’s urging, ascend to the top of the shaft using a couple of Spring Jumps. The Luiginary Stack smashes through the rocks at the top of the shaft, awakening the Spirit once again. This time the Spirit has had enough and assumes a new identity—Robo-Drilldigger! The Robo-Drilldigger is too big to face in a regular battle. On the Touch Screen, press and hold the “L” on Luigi’s cap to trigger Luigi’s giant form!

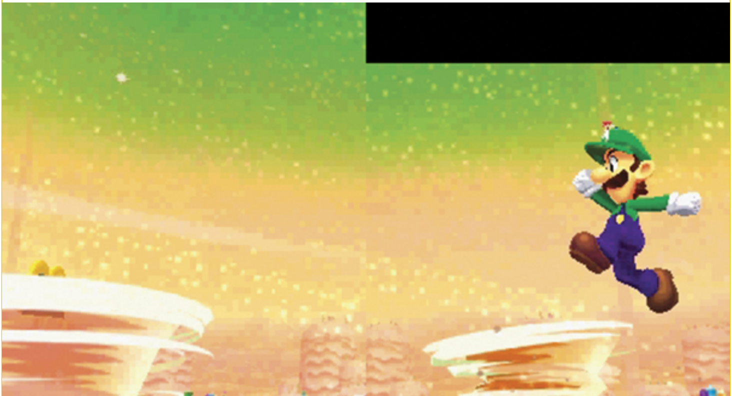
Giant Luigi Battle: Robo-Drilldigger

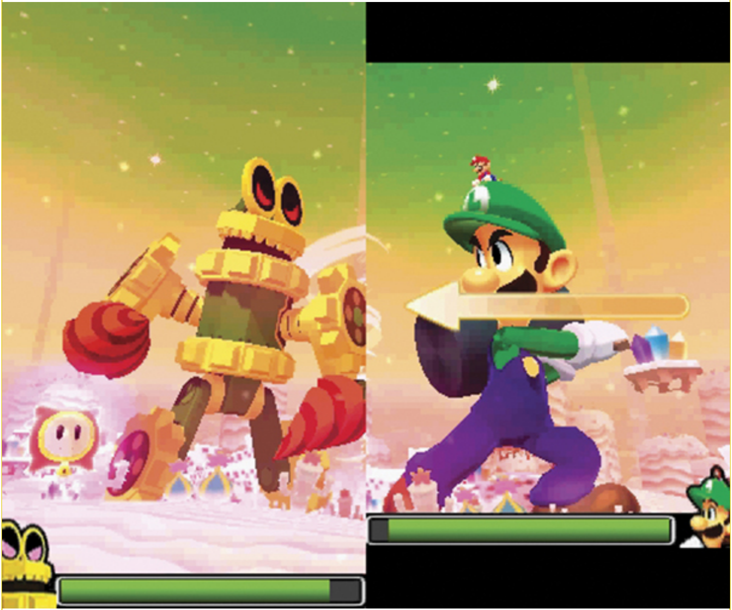


Now is your time! Your arms spread! Light shines forth!



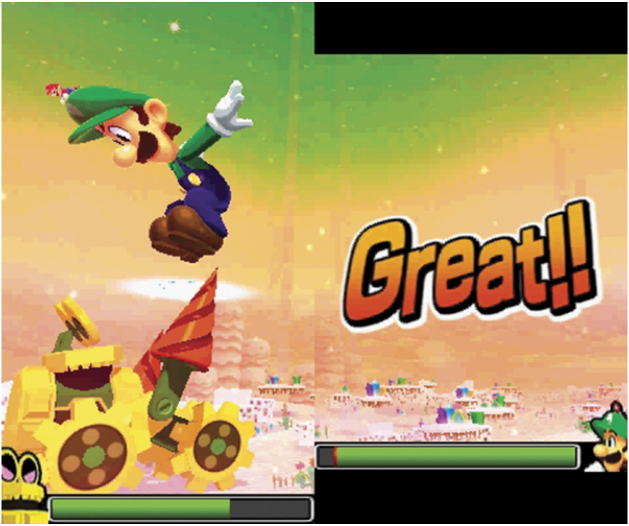
Rotate the 3DS as this battle commences. This giant battle requires you to input controls entirely on the Touch Screen with careful timing and precision—use the stylus. Follow Dreambert's tutorial to learn how to perform a Jump attack. Slide the stylus upward when Luigi's arms are outstretched—at this point the jump is fully charged. After landing on the Robo-Drilldigger, slide the stylus upward again to perform another jump to score an Excellent attack and inflict maximum damage.



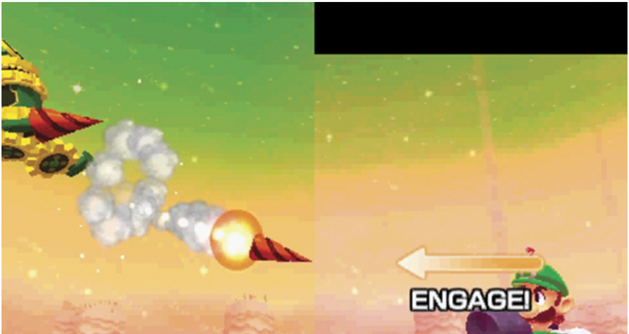


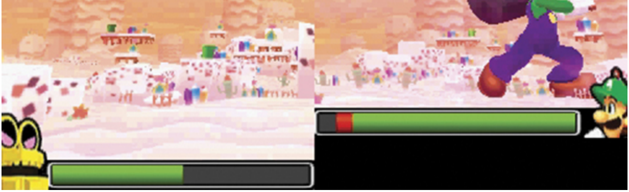
Now you must avoid Robo-Drilldigger's attack by jumping. Slide the stylus upward on the Touch Screen as incoming tornados spin toward Luigi. After dodging the tornadoes, use a Hammer Chop attack to knock back Robo-Drilldigger. When prompted, quickly slide the stylus toward the enemy to initiate the attack. This knocks Robo-Drilldigger into the background, landing within one of its own tornadoes, and inflicting heavy damage. Be ready to counter with the hammer as Robo-Drilldigger comes charging forward.

Caution

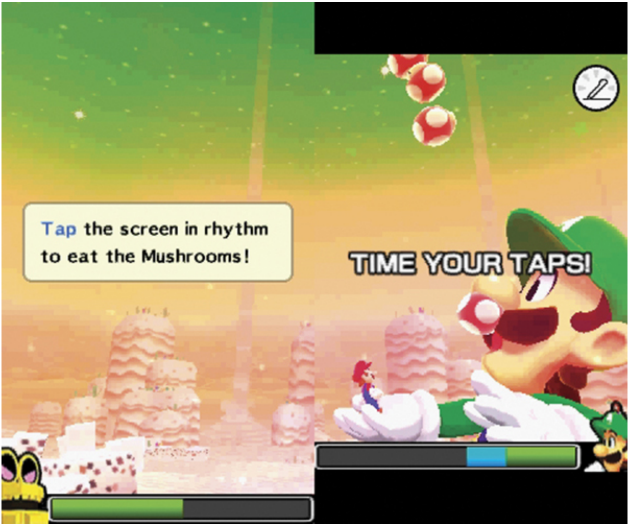


While Robo-Drilldigger is in this configuration, avoid using Jump attacks. The upward facing drills will harm you instead of dishing out damage to your foe. Instead, use Hammer Chop attacks when Robo-Drilldigger's drills are facing upward.



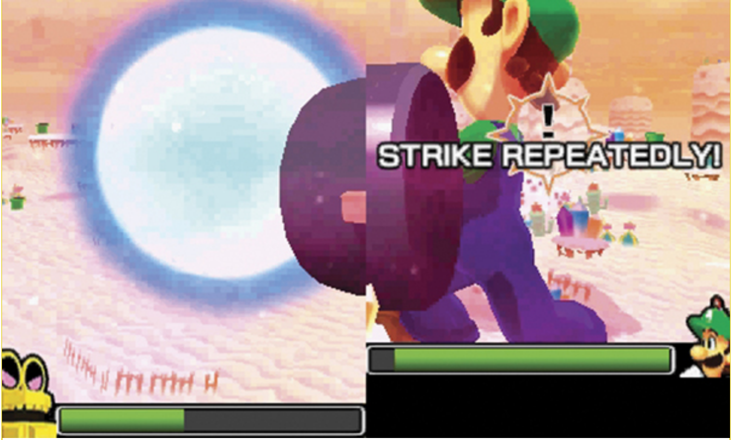


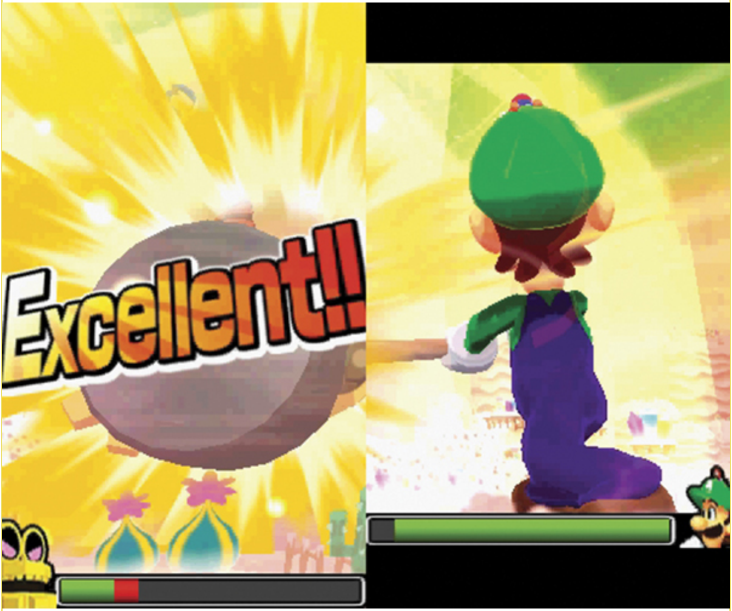
Use all you've learned from Dreambert to fight Robo-Drilldigger during this battle, dodging and countering his attacks. When Robo-Drilldigger begins firing missile-like drills at Luigi, knock them back using the hammer. This takes precise timing, so swing at the incoming salvo of drills carefully, hitting one at a time. Following the incoming salvo, Robo-Drilldigger comes flying at Luigi—be ready to strike it with the hammer.



Tap the screen in rhythm to eat the Mushrooms!

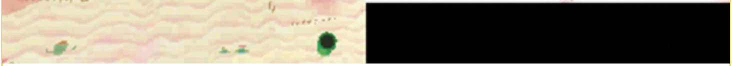
After getting struck with a blast of energy, Dreambert returns to offer advice in the use of items. To restore Luigi's HP, select the Rhythm Mushroom from the Bros. Attack option. This requires teamwork. Watch as Mario tosses a series of Mushrooms toward Luigi's mouth. Tap the Touch Screen with the same rhythm to eat the Mushrooms and restore HP. When Dreambert allows you to try this again, take him up on the offer to restore even more of Luigi's HP.



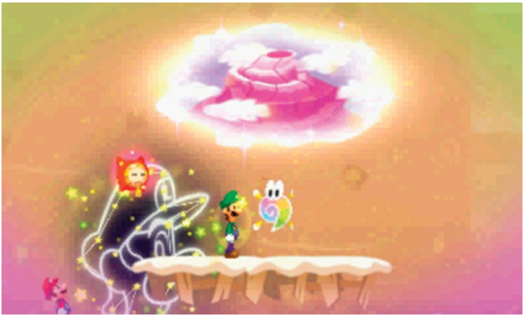


Keep attacking Robo-Drilldigger, but watch out for future energy bursts fired in Luigi's direction. This time use the hammer to counter. When prompted, tap the Touch Screen repeatedly to force the energy burst back using the hammer. If you're successful, the burst is knocked back, striking Robo-Drilldigger. As Robo-Drilldigger disappears into a whirling tornado, use the Hammer Chop to knock it into the background.

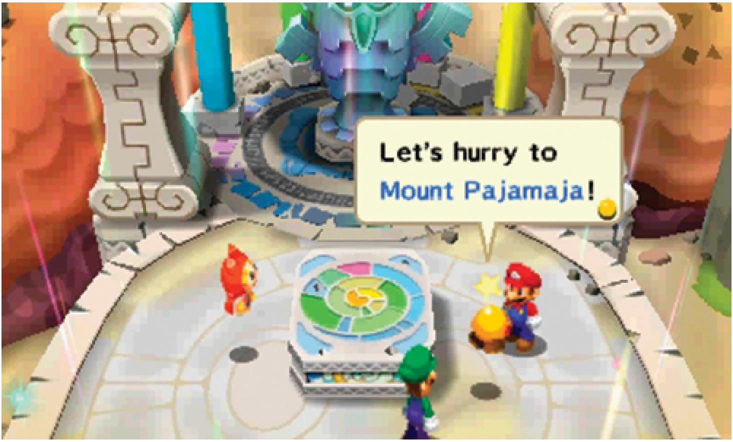
Tilt the Nintendo 3DS to set the marker on the foe!



As Robo-Drilldigger's health drops to a critical stage, Dreambert advises using a Finishing Bros. Attack. Touch the Finishing Bros. star icon on the Touch Screen to initiate it. Slide the stylus upward to send Luigi high into the sky. While airborne, he grabs a star, allowing Mario to leap aboard, then hurls it toward Robo-Drilldigger. As the star flies toward the target, tilt the 3DS to steer it. Watch for the star icon floating over Robo-Drilldigger—this shows where Mario and the star are headed. By tilting the Nintendo 3DS, keep the star icon centered on the glowing mark on Robo-Drilldigger's torso. Striking Robo-Drilldigger with this Finishing Bros. Attack is enough to bring this battle to and end, awarding 500 coins and several items including Snare Boots.

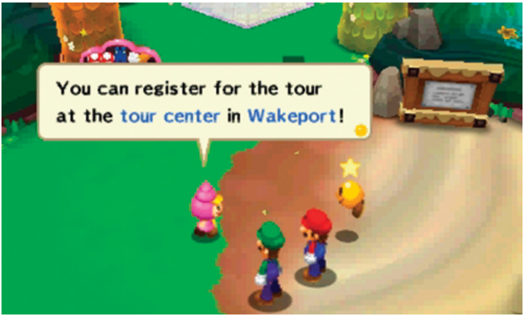


Having defeated Robo-Drilldigger, the Dream Stone's Spirit is finally ready to talk—but he'll only tell Dreamy Luigi. The Dream Stone has been moved to Mount Pajamaja, the large mountain on the north side of the island! Dreambert advises heading back to the real world in preparation for their journey to Mount Pajamaja. Exit to the left and proceed through areas B and then A to return to the real world.



Back in the real world, Dreambert, Starlow, Mario, and Luigi all agree to head for Mount Pajamaja next, located behind Pi'illo Castle. Exit to the west to enter area 3. Here you find another pillow—take a moment to rescue another Pi'illo Folk (H).

Destination: Wakeport

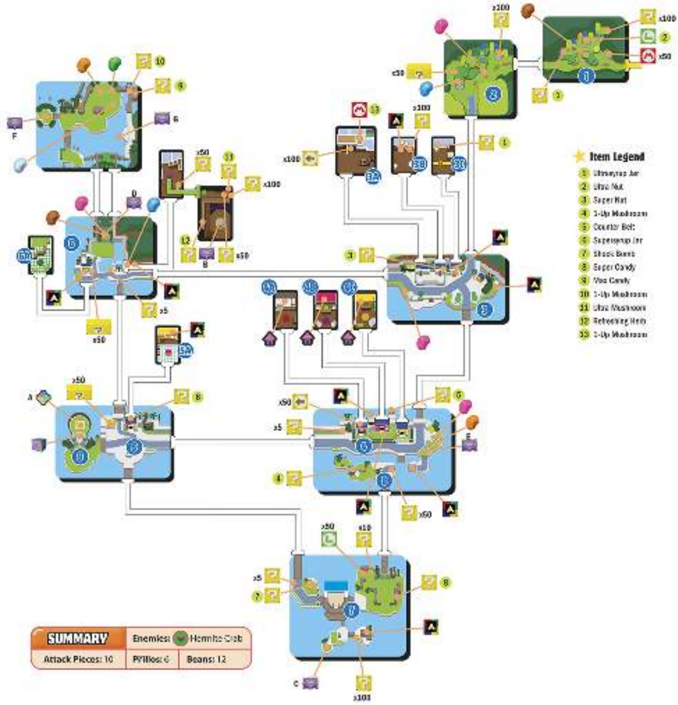


You can register for the tour at the tour center in Wakeport!

As you return to area 1, a Shelltop announces tour guides to Mount Pajamaja. The tours are open to climbers of all skill levels, but you must register at the tour center in Wakeport first. It looks like you need to visit Wakeport before taking on Mount Pajamaja. Cut through Mushrise Park to the north, then head west.

Wakeport

Wakeport



Item Legend

1. Ultrasyrup Jar
2. Ultra Nut
3. Super Nut
4. 1-Up Mushroom
5. Counter Belt
6. Supersyrup Jar
7. Shock Boots
8. Super Candy
9. Max Candy
10. 1-Up Mushroom
11. Ultra Mushroom
12. Refreshing Herb
13. 1-Up Mushroom

SUMMARY	Enemies: Hermite Crab	
Attack Pieces: 10	Pi'llos: 6	Beans: 12

MAP LEGEND

⑩ Real World Location

? Block

M Block

Shop

L Block

Bros. Block

! Event Block

Random Block

Save Block

Camera Block

Pi'illo

Bros. Bean

Defense Bean

Heart Bean

Power Bean

Speed Bean

Stache Bean

Portal

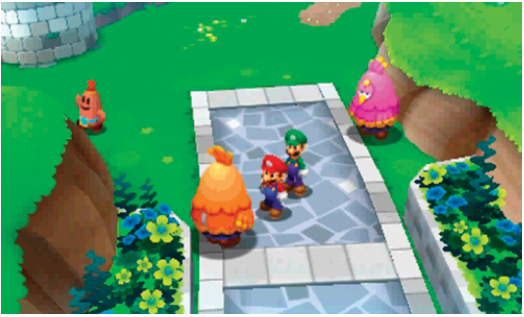
Warp Pipe

Attack Piece

① Wakeport Path

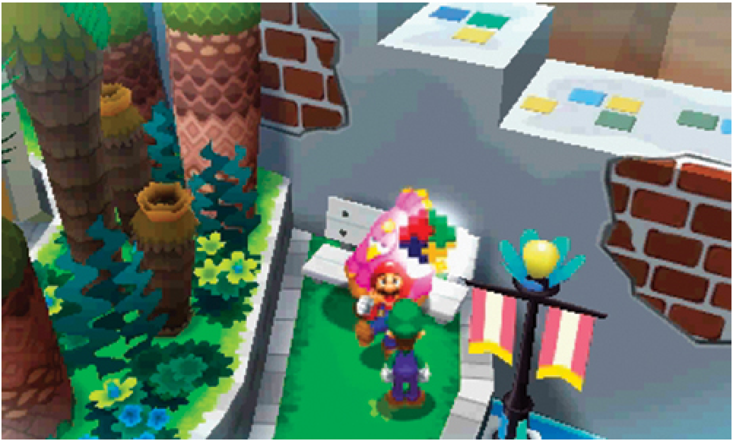
From Dozing Sands, advance north through Mushrise Park and consider searching for some beans along the way, now that you have the ability to go underground and retrieve them. When you reach the area with Mushrise Park's shop, head to the west. Here you encounter a new enemy—the Hermite Crab. Either jump or use your hammer to initiate a preemptive attack. These guys hide under coconuts—there are always more coconuts than crabs. Watch closely and remember which coconuts conceal these sneaky enemies. Jump attacks work best against these enemies—one jump knocks away their coconut while the second jump deals damage. The Hermite Crab's attacks are relatively easy to read and counter. Be ready to jump when they toss a coconut at Mario or Luigi—jump right after the coconut passes over their head to avoid getting tripped by the rushing crab. Don't worry about reaching the block on the tall, cylindrical plateaus here—these can be accessed later. However, Mini-Mario can reach the ? Block in the northeast corner.

② Wakeport Entrance



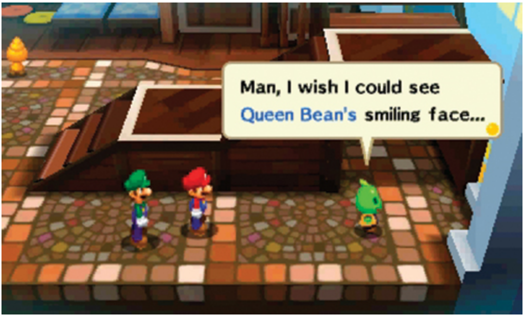
More Hermite Crabs are waiting here as well as a Random Block to the west. Like the previous area, some of the high plateaus cannot be accessed at this point, so don't bother trying. Instead, proceed to the south and approach the stone path leading into Wakeport—it's watched by two individuals in colorful Zeekeeper costumes. Go ahead and talk to them. In fact, get used to talking to everyone in Wakeport. Some of the tourists here may require your help in exchange for rewards.

③ Hotel District



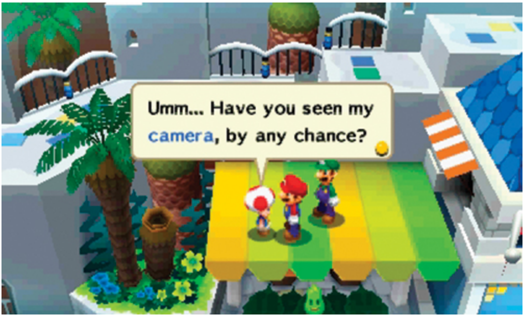
Mario and Luigi are greeted to Wakeport by another pair of Zeekeeper mascots. Take a moment to speak with the Shelltop in Wakeport's Info Center nearby. Here you can learn more about the Tour Center and the upcoming Mount Pajamaja tour. Before you can go on the tour, you must register at the Tour Center, located to the west. The Info Center also offers details on the Mad Skillathon at the south Event Stage and Badgeport, Wakeport's own badge shop. After visiting the Info Center, move to the east to locate a Zeekeeper mascot sitting on a bench. Speak with the mascot to receive the first Attack Piece. In addition to other tourists and workers, Wakeport offers plenty to see, including three different hotels in this area. Take a moment to visit each one.

3A: West Hotel

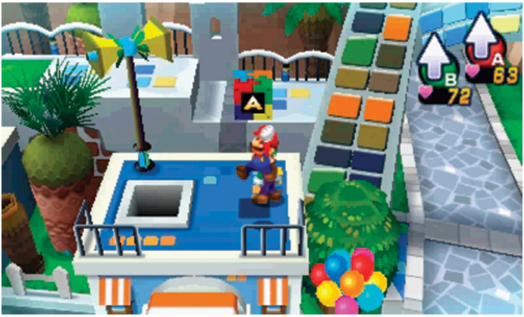


Man, I wish I could see
Queen Bean's smiling face...

Speak to the Beanish People here and don't overlook the Bros. Block to the north. There's also an M Block upstairs. In the southeast corner, look for the Beanish Person hiding under the stairs—this lonely guy is homesick. All he wants is to see his Queen Bean's smiling face.

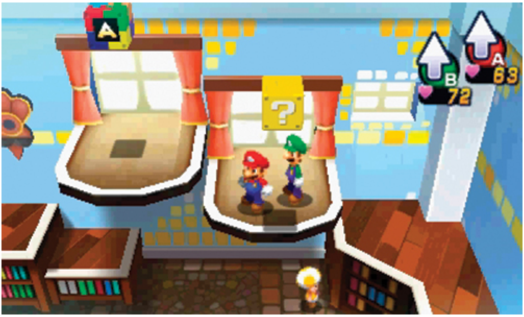


While upstairs, exit to the east. Here you encounter a Toad who's missing his camera. Maybe you can help him find it?



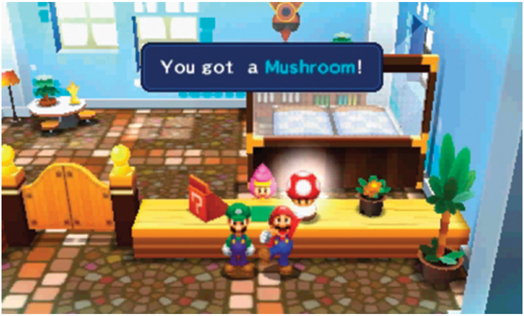
After speaking with the camera-less Toad, hop onto the wall to the north and follow the narrow path to the east. Here you find another Attack Piece on the rooftop above 3A.

3B: Central Hotel



It appears several Toads from the Mushroom Kingdom have taken up temporary residence in this quaint hotel—speak to everyone. Next, head upstairs by hopping on the bed to the east. From here you can reach a pair of balconies, striking a ? Block and grabbing an Attack Piece along the way.

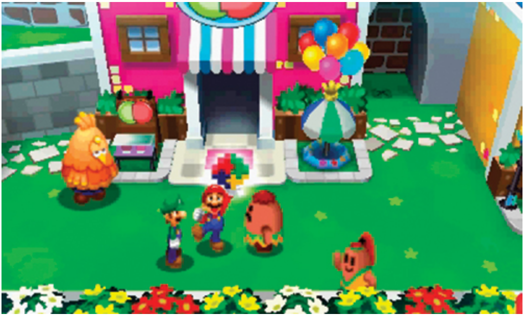
3C: East Hotel



You got a Mushroom!

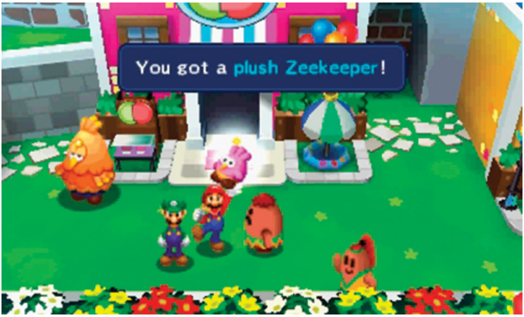
Need a rest? Visit this hotel and stay the night for only 10 coins, restoring both Mario and Luigi's HP and BP. Receive a free Mushroom as a parting gift. When you're finished exploring this area, head south.

④ Shop District



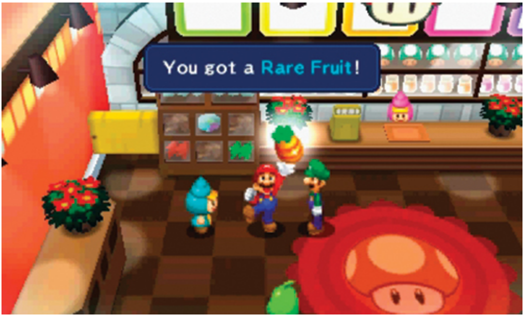
Looking to part with some coins? You can find plenty of options to shop and spend your coins here. But before entering any of the shops, take a moment to explore and speak with some of the tourists. There's a Haniiwa person, named Hoolo, standing outside Badgeport (the badge shop) looking for some help—he needs the perfect gift to propose to his girlfriend, Hoola. Agree to help him to receive another Attack Piece as well as a Plush Zeekeeper. He has many more rewards to offer if you can help him out.

A Hoo Proposal



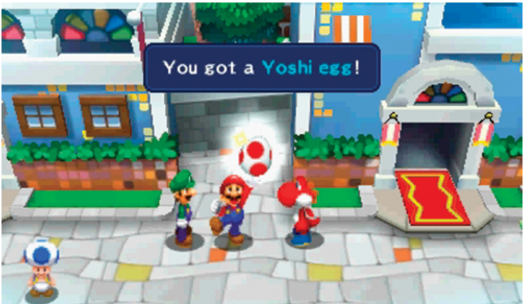
You got a plush Zeekeeper!

Receiving the Plush Zeekeeper is just the beginning of a short quest, requiring Mario and Luigi to exchange a variety of items during their search for the perfect proposal gift. This quest is purely optional, but it's well worth the effort. Here's a brief rundown of how to complete this quest.

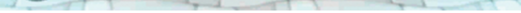


You got a Rare Fruit!

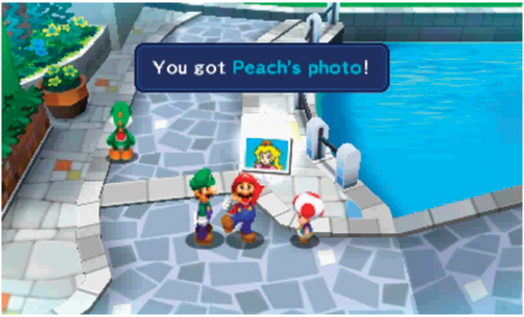
Take the Plush Zeekeeper to the item shop at 4A and speak with the blue Shelltop to the west. The Shelltop is overjoyed at receiving the Plush Zeekeeper and hands over some Rare Fruit.



You got a Yoshi egg!

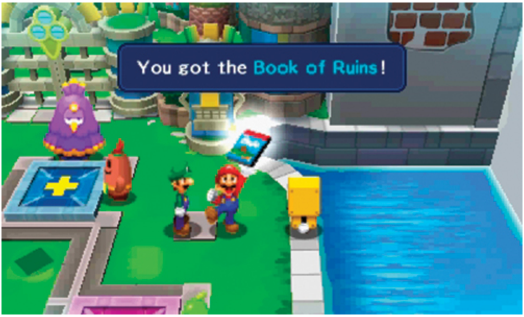


The red Yoshi in area 3 has been craving some Rare Fruit. Hand over the Rare Fruit to receive a Yoshi Egg as a reward.



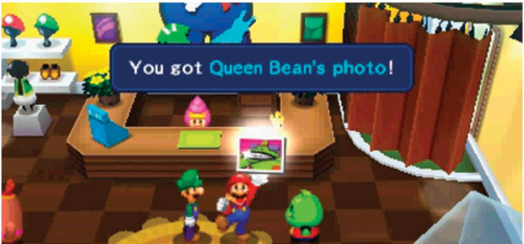
You got Peach's photo!

The Toad near the tour group in area 5 has been wanting to see a Yoshi Egg up close. Upon handing over the Yoshi Egg, the Toad rewards you with Peach's Photo.



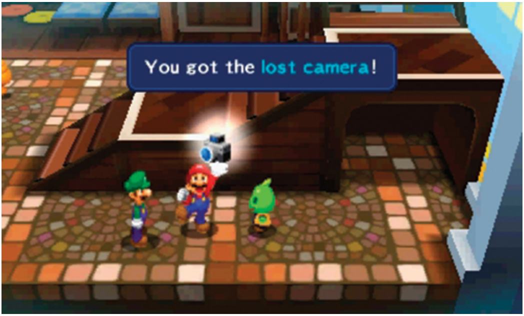
You got the Book of Ruins!

The Brock on the north side of area 6 is enamored with Princess Peach. Hand over Peach's Photo to receive the Book of Ruins.

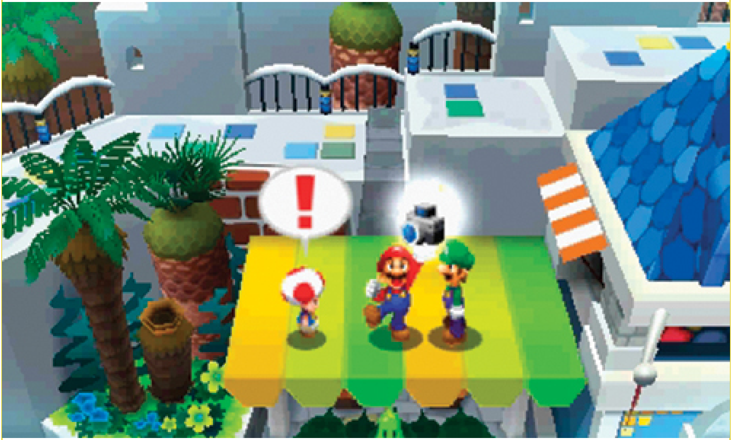


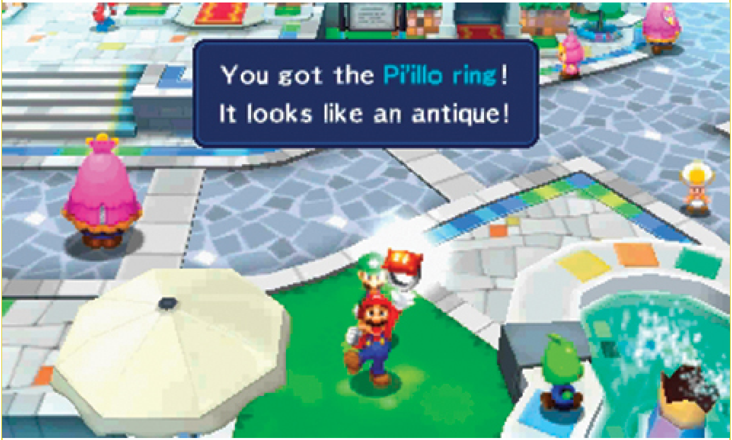
You got Queen Bean's photo!

Take the Book of Ruins to the Beanish Person in the gear shop at 4C. As a reward, you receive the Queen Bean's Photo.



Return to the hotel at 3A and locate the Beanish Person hiding under the stairs. Give the Queen Bean's Photo to this homesick guy to receive the Lost Camera, belonging to the Toad upstairs.





Step out onto the awning adjacent to 3A and hand over the Lost Camera to the Toad. The Toad has no reward for you, but reports that he saw a bird burying some kind of object near the fountain below. Drop off the awning and approach the fountain to the southeast. Look for the light colored patch of grass on the west side of the fountain. Go underground as Mole Mario, then return to the surface in this area to retrieve the Pi'illo Ring—this should serve as the perfect proposal gift!

Return to Hoolo in area 4, standing outside Badgeport, and give him the Pi'illo Ring. Once he works up the courage, Hoolo proposes to Hoola—and she accepts! As a reward for your efforts, the grateful Hoolo hands over a 1-Up Mushroom, a Heart Bean DX, Rally Wear, and a Sap Hammer.

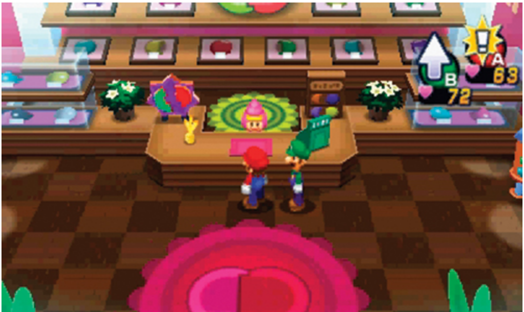
4A: Item Shop

Running low on items? No problem—this item shop has you covered. Take a moment to stock up on items you may need in the near future. Likewise, take stock of your inventory and consider selling off unused and surplus items.

Wakeport Item Shop Inventory

Items	Coins
Super Mushroom	30
Super Nut	75
Supersyrup Jar	60
Refreshing Herb	30
Shock Bomb	50
Boo Biscuit	5
Mushroom	10
Nut	25
Syrup Jar	20
1-Up Mushroom	50

4B: Badgeport



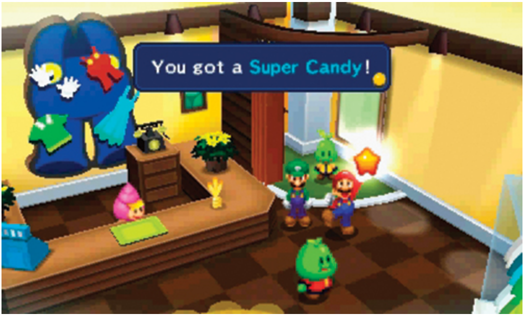
Welcome to Badgeport, Wakeport's premiere (and only) badge shop. As the first two customers of the day, Mario and Luigi are treated to a brief tutorial on badges, offered by the shopkeeper. Follow the shopkeeper's instructions to learn how to switch badges around to create different combos. Following the tutorial, see what the shopkeeper has for sale—you can add five more badges to your inventory! Buy all the badges you can afford, then experiment with different combos until you find one that will best suit your needs during battles.

Badgeport Badge Inventory

Badge	Coins
Virus Badge	400
Risk Badge	600
Master Badge	600
Silver Badge	1500
Strike Badge	200
Expert Badge*	2000
Gold Badge*	5000
Miracle Badge*	2000

* = available after visiting Somnom Woods

4C: Gear Shop



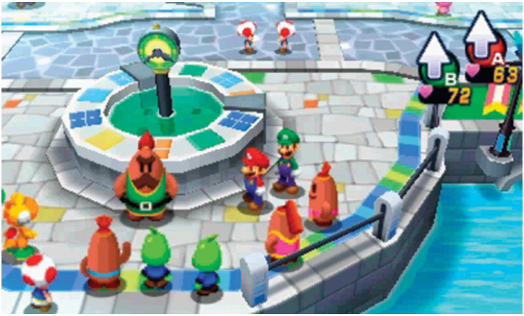
You got a Super Candy!

This is the gear shop, offering a wide selection of protective wear. Take a moment to browse the goods—consider purchasing some Super Boots, a Fighter Hammer, or Super Wear. After outfitting Mario and Luigi with new gear, speak to the Beanish Person behind the curtain in the corner—she wants to know how she looks in his new outfit. The first time she asks, say she's "very cute." When she asks if the outfit is beautiful, say it's "very beautiful." When she asks if it's attractive, say "of course." But when she asks if he looks better than Peach, say she's "equal." If you answer all the questions correctly, you earn a Super Candy.

Wakeport Gear Shop Inventory

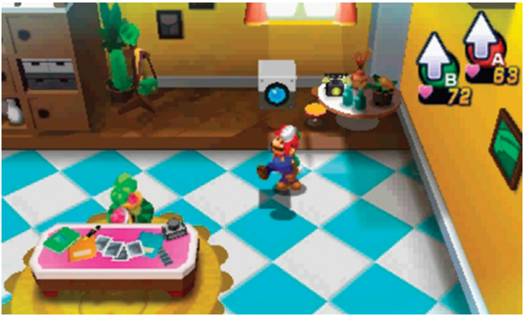
Merchandise	Coins
Steady Boots	480
Super Boots	560
Steady Hammer	480
Fighter Hammer	580
Singular Wear	360
Super Wear	420
HP Gloves	240
BP Gloves	290
Speed Gloves	120
Stache Gloves	240
HP Bangle	900
HP Knockout Bangle	900

⑤ Clock-Tower Plaza

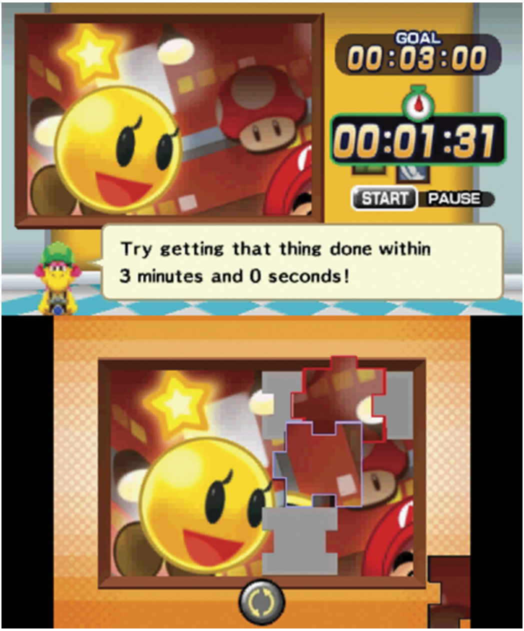


The tour group heading for Mount Pajamaja is meeting here, gathered along the south side of the clock tower. However, you can’t join the tour group until you’ve registered at the Tour Center, to the north. Before heading for the Tour Center, take a look around this area and speak with some of the other tourists.

5A: Guidebook Office



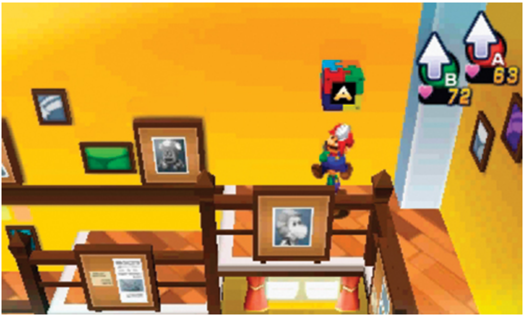
Kylie Koopa is the proprietor of this building. This is where she creates guidebooks for Pi'illo Island—and she could use some help. Agree to help her out. Kylie has installed Camera Blocks throughout the island. When prompted, strike the Camera Block in her office to collect the Wakeport shot. Now that you've collected a shot, you need to decrypt it. All of the shots taken by Camera Blocks are scrambled. Therefore, they must be reassembled, just like a puzzle.



Try getting that thing done within
3 minutes and 0 seconds!

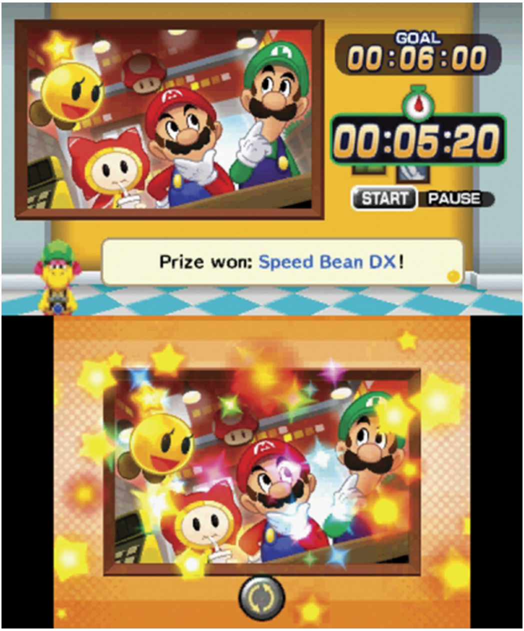
Follow Kylie's instructions to begin work on the shot for Wakeport Lv. 1. Touch one of the scraps scattered around the Touch Screen and drag it over to the central panel. Once you find the spot where the scrap locks in, that's its home. Some scraps must be rotated. Select a scrap and then touch the icon at the bottom of the Touch Screen to rotate it. Each puzzle is timed—you must complete this one in under three minutes. Use the picture at the top to figure out where each scrap must be placed.

If you complete the puzzle in under three minutes, Kylie awards you 100 coins. Now that you've completed the first puzzle, you can progress to Wakeport Lv. 2. Afterward, Wakeport Lv. 3 is unlocked. To get more puzzles, look for more Camera Blocks—there is one Camera Block in each region of Pi'illo Island.



When you're finished decrypting shots, head upstairs in Kylie's office to grab another Attack Piece.

Kylie Koopa's Rewards



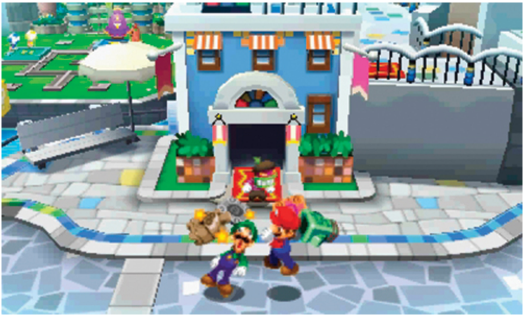
Prize won: Speed Bean DX!

Every time you decrypt a shot within the allotted goal time, Kylie rewards you. Coins are offered for completing level 1 and level 2 shots. But if you're fast enough to decrypt a challenging level 3 shot, Kylie hands over a DX bean. DX beans work just like standard beans, but add 3 points to the associated stat. So take the time to decrypt these shots—it's well worth the effort. Here's a breakdown of all the rewards Kylie has to offer.

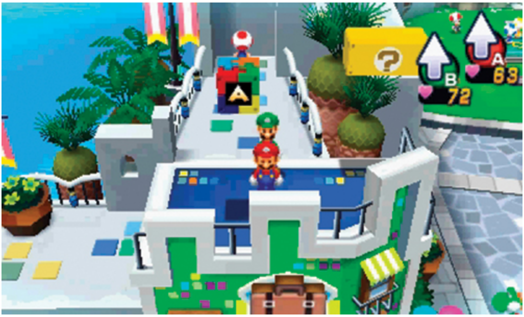
Shot Rewards

Shot	Level	Reward
Pi'illo Blimport	1	100 Coins
Pi'illo Blimport	2	300 Coins
Pi'illo Blimport	3	Heart Bean DX
Pi'illo Castle	1	100 Coins
Pi'illo Castle	2	300 Coins
Pi'illo Castle	3	Bros. Bean DX
Mushrise Park	1	100 Coins
Mushrise Park	2	300 Coins
Mushrise Park	3	Power Bean DX
Dozing Sands	1	100 Coins
Dozing Sands	2	300 Coins
Dozing Sands	3	Defense Bean DX
Wakeport	1	100 Coins
Wakeport	2	300 Coins
Wakeport	3	Speed Bean DX
Mount Pajamaja	1	100 Coins
Mount Pajamaja	2	300 Coins
Mount Pajamaja	3	Stache Bean DX
Driftwood Shore	1	100 Coins
Driftwood Shore	2	300 Coins
Driftwood Shore	3	Heart Bean DX
Somnom Woods	1	100 Coins
Somnom Woods	2	300 Coins
Somnom Woods	3	Bros. Bean DX
Neo Bowser Castle	1	100 Coins
Neo Bowser Castle	2	300 Coins
Neo Bowser Castle	3	Power Bean DX

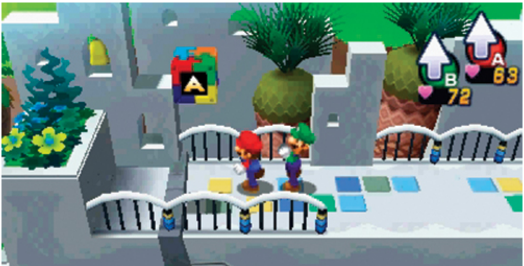
⑥ Tour Center



While standing outside this house, Mario and Luigi hear a voice inside—something about a treasure? Suddenly a robber comes charging out the house's front door, colliding with Luigi and dropping all of his loot. This is Popple, sometimes known as the Shadow Thief. He's come to this island to steal as much treasure as possible. After gathering his loot, Popple disappears, eager to stage his next heist—this isn't the last you'll see of Popple. If you'd like, step inside the house Popple just exited (at 6B) and strike a ? Block to score some coins. You'll be coming back here later, so don't feel rushed to explore this house now.

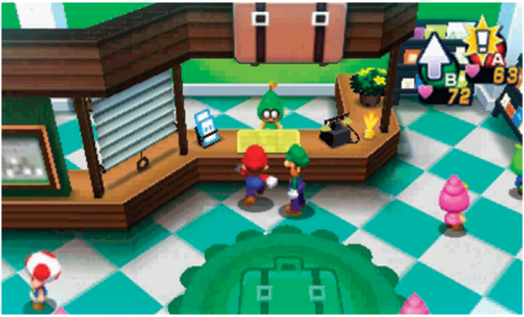


Before making a beeline for the Tour Center, take a look around this area to grab a couple of Attack Pieces. The western Attack Piece is located on top of the Tour Center's roof. Jump onto the ledge to the far west to reach this area—hit the Random Block while you're up here.



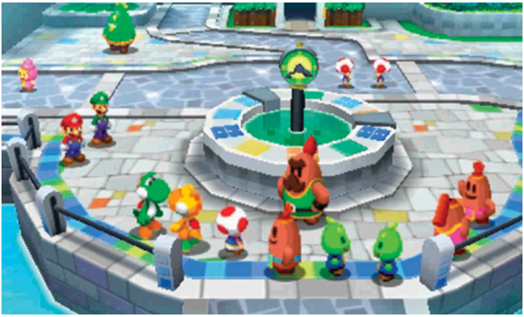
The Attack Piece to the east cannot be accessed directly from this area. Instead, return to area 3 and enter the western hotel at 3A. Ascend to the rooftop of the hotel and then hop onto the perimeter wall, taking it to the west. While moving along the top of the wall you can reach this Attack Piece.

6A: Tour Center Office



Ready to start the Mount Pajamaja tour? You can register for the tour in this office—speak to the Shelltop behind the desk. After proving their mastery with jumping and hammers, the Shelltop at the desk agrees to let Mario and Luigi join the treacherous tour. The tour is currently meeting in front of the clock tower to the south.

Tour Orientation



Now that you're registered for the tour, return to Clock-Tower Plaza and join the rest of the tourists. Here Li'l Massif is busy telling everyone how challenging the Mount Pajamaja climb is. One by one, the rest of the tourists bow out, feeling the climb will be too difficult. But Mario and Luigi stick around, somewhat perplexing Li'l Massif. However, the tour can't begin until Li'l Massif's brother, Big Massif, arrives. Starlow is frustrated by this latest delay, but eventually agrees to participate in the search for Big Massif. Now that the crowd has dispersed, the path to the south is open. Begin your search for Big Massif near the Event Stage.

Event Stage

Right HERE is where we drop the Mad Skillathon, yo!

The Mad Skillathon, held at the Event Stage, gives tourists a chance to show off their talents in exchange for rewards. Surely Mario and Luigi have something they could impress the crowd with. Choose one of the available Bros. Attacks in your repertoire and get ready to put on a show. In these modified Bros. Attack sequences you must defeat as many target drones as possible to earn points. The more points you earn, the higher the rank. There are three ranks to achieve: B, A, and S. The higher the rank, the better the reward. At the moment you can only choose from the 3D Green Shell attack and the Fire Flower attack. You can come back to the Event Stage at any time and perform new Bros. Attacks as you learn them.

Mad Skillathon

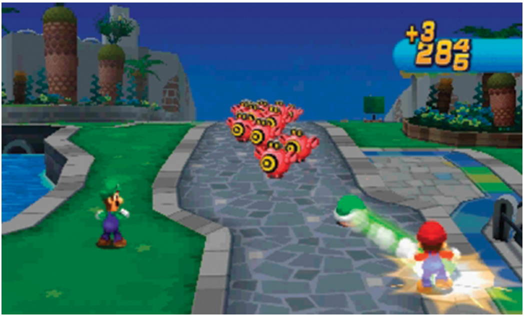
Like decrypting Kylie Koopa's shots, participating in the Mad Skillathon is a worthwhile distraction. Plus, it's a good way to practice the various Bros. Attacks in a non-battle setting. While the scoring system in each event is different, the rank thresholds are the same: 200 points for B Rank, 500 points for A Rank, and 800 points for S Rank. Here's a breakdown of the rewards as well as a few tips for maximizing your rank in each Bros. Attack—earn the S Rank in all events to win Master Wear!

Rewards

Bros. Attack	B Rank	A Rank	S Rank
3D Green Shell	100 Coins	300 Coins	Rally Belt
Fire Flower	100 Coins	300 Coins	Flame Hammer
Bye-Bye Cannon	100 Coins	300 Coins	Strike Gloves
Dropchopper	100 Coins	300 Coins	Action Boots
Bomb Derby	100 Coins	300 Coins	Bare Boots DX

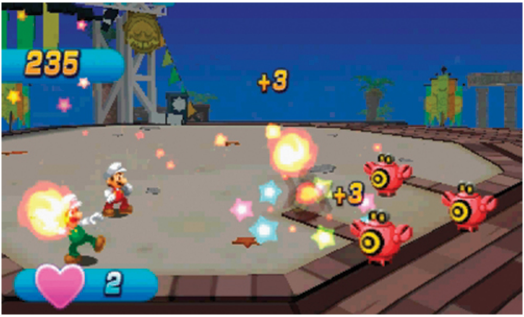
Slingsniper	100 Coins	300 Coins	EXP Bros. Gloves DX
Star Rocket	100 Coins	300 Coins	Perfect Bro Gloves

3D Green Shell



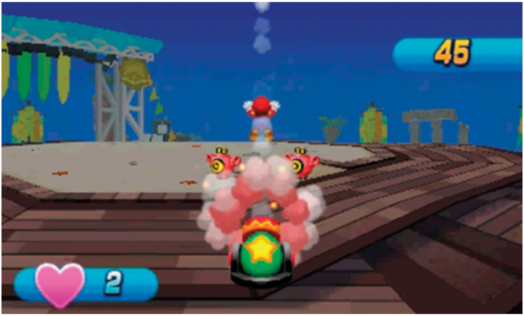
This can take a long while to score the requisite 800 points to achieve the S Rank. Each target hit is worth 3 points and each boss is worth 20 points. Just keep your eye on the shell and keep kicking your way to victory. But don't get lulled into complacency—one miss and you'll have to start the challenge from the beginning.

Fire Flower



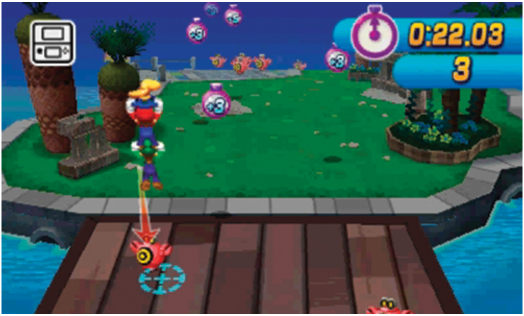
Playing with fire is dangerous—make sure you don't get burned. In this event you must knock out as many targets as possible with fireballs. Keep an eye on the flames growing in Mario and Luigi's hands—don't let the fireballs grow too big or else they'll burn the brothers. The number next to the heart icon, in the bottom left, indicates the number of times you can be burnt by a fireball before the event ends. You get a total of three hearts at the beginning. To score the most points hit targets with large fireballs—these are worth 3 points. Tossing small fireballs nets you 0 points. Establish a steady rhythm to maximize your points without burning yourself to rack up a big score.

Bye-Bye Cannon



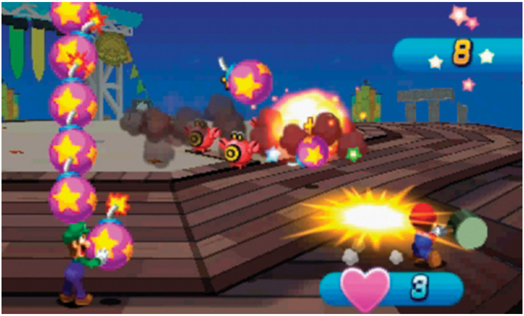
This is one of the more challenging events, requiring you to memorize the order in which multiple Marios and Luigis are fired out of a cannon. After a salvo is launched, be ready to press Ⓐ or Ⓑ as Mario and Luigi land on the targets. After the salvo bounces off one target, get ready to hit the second target, but in reverse order. Fortunately, the score increases rather rapidly, particularly as the salvos become larger. But you must pay constant attention while Mario and Luigi exit the cannon—you only get four opportunities to fail before the event is called to an end.

Dropchopper



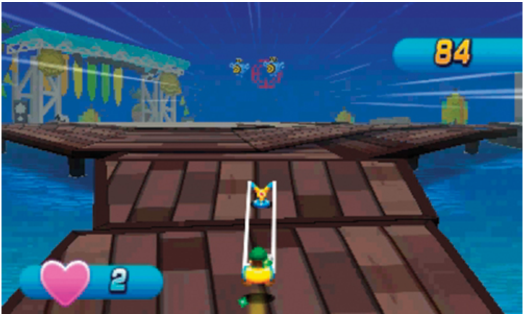
Initially, you only have 30 seconds at the start of this event. But the amount of time can be increased by acquiring timers and dropping on the heads of the monsters below. Tilt the Nintendo 3DS left and right to maneuver through this course, then press Ⓐ to drop Mario and Luigi on each monster. Each monster is worth 1 point. But you can increase their worth by scoring consecutive hits with no misses. So if you hit ten monsters in a row, without a miss, the first monster is worth 1 point, the second is worth 2 points, the third is worth 3 points, and so on. Therefore accuracy is extremely important if you wish to build up your score rapidly.

Bomb Derby



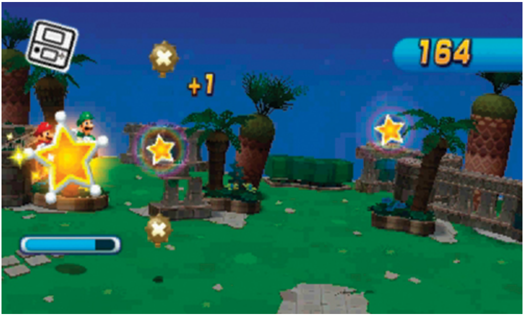
In this event, Luigi tosses one bomb after another toward Mario, prompting Mario to whack each bomb with a hammer, sending it flying toward distant targets. Once you've established a steady rhythm, this event is rather easy. However, watch out for certain bombs. Bombs marked with a ghost icon disappear before reaching Mario—don't let this interrupt your rhythm.

Slingsniper

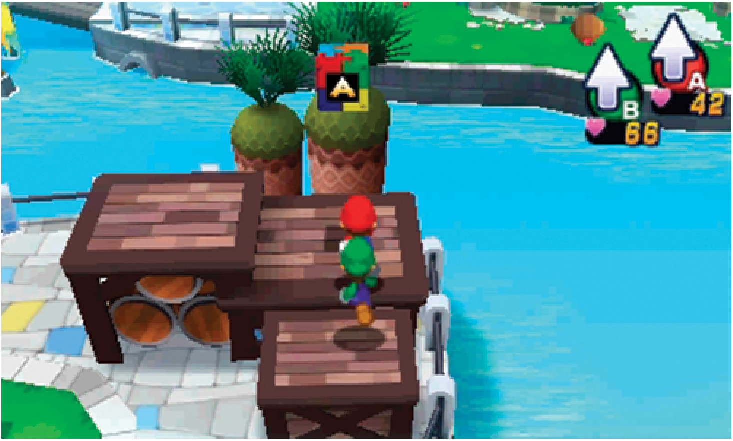


Speed and accuracy are a must in this tricky event as Mario uses a massive slingshot to send Luigi flying through the air toward enemies in the distance. When the sling cannot be pulled back any further, tilt the Nintendo 3DS, placing the crosshairs over a distant target, and then press Ⓑ. The faster you acquire and hit the target, the more points you'll earn. In some instances, you can hit multiple targets with one shot, meaning an even bigger score.

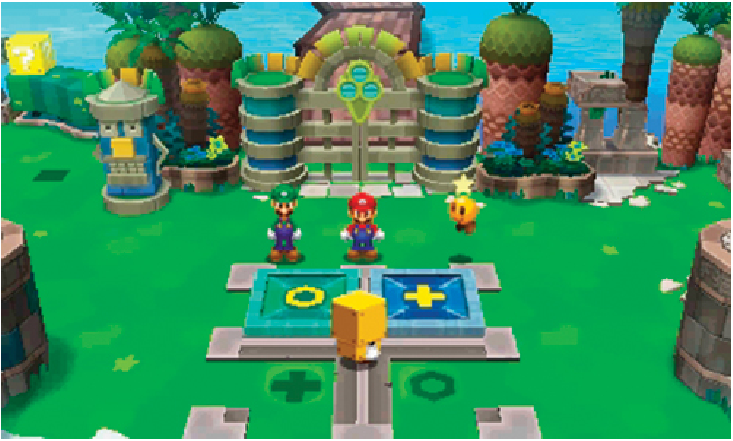
Star Rocket

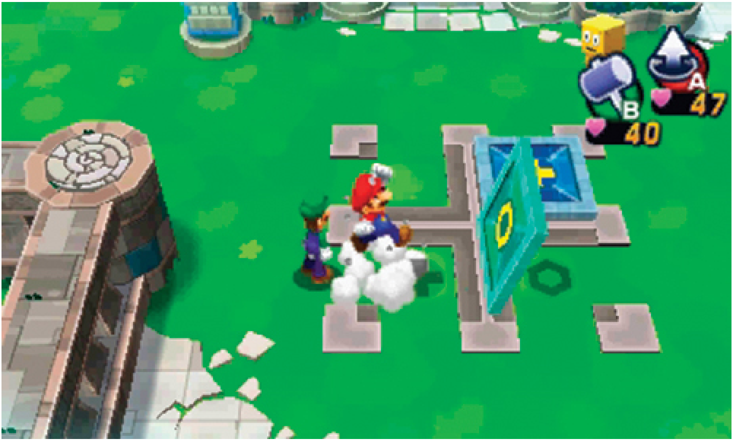


Succeeding in this event requires a very gentle touch as you guide the Star Rocket through a course by tilting the Nintendo 3DS. Along the path, collect stars while avoiding damage balloons. Each star collected is worth 1 point. However, if you collect a pegasus icon along the way, the speed of the Star Rocket is temporarily increased, and stars are worth 3 points. But don't get greedy. Collisions with a damage balloon or the ground brings the event to an end. So if a star is out of reach, play it safe and skip it. But you must feed the Star Rocket a steady stream of stars too to keep it airborne. The blue meter beneath the Star Rocket functions like a fuel gauge—keep it full.



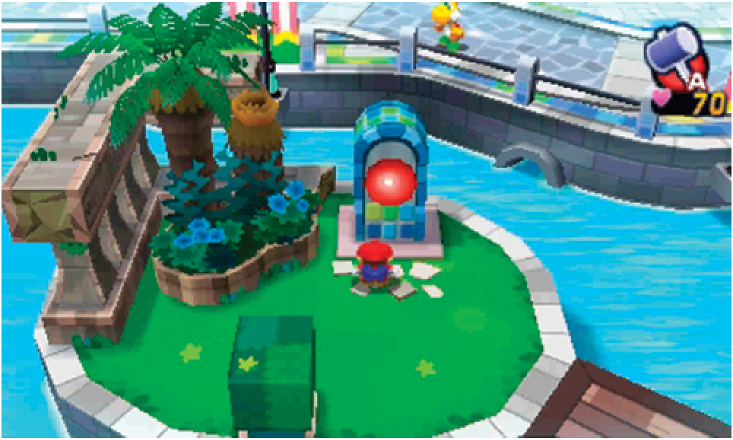
After participating in the Mad Skillathon, visit the peninsula to the south. Smash the rock to the southwest to rescue another Pi'illo (C). There's also an Attack Piece on the eastern edge of the peninsula.

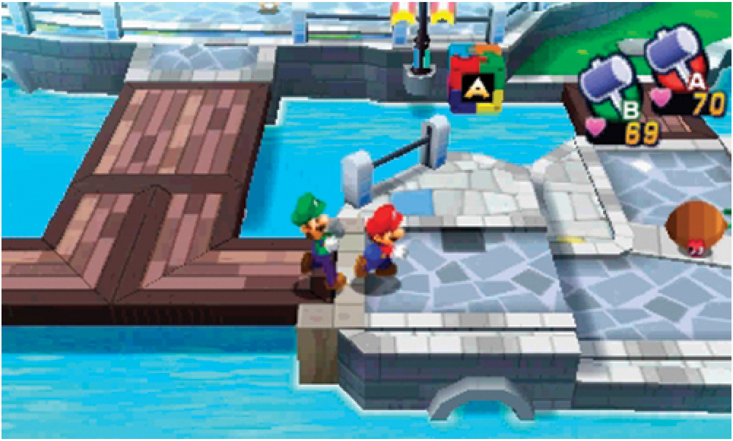




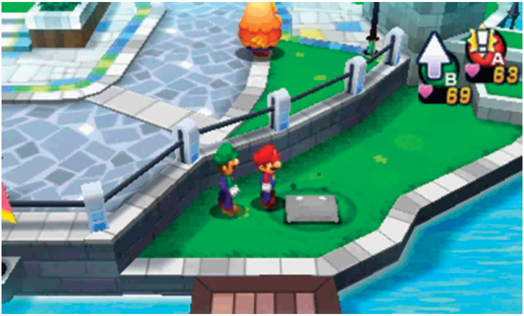
Defeat the Hermite Crabs in the grassy northeast area to find a Brock cowering in a corner. Now that you've eliminated the monsters, this researcher can get back to his work, studying the nearby gate. He says it dates back to the Pi'illo Kingdom. It can only be opened by matching the symbols of the nearby Flip Plates to the symbols on the grass. Go underground as Mole Mario and flip the plates from beneath, arranging the two plates over the matching symbols in the grass. This causes the gate to open, providing access to this island in the Shop District.

⑧ Shop District Island



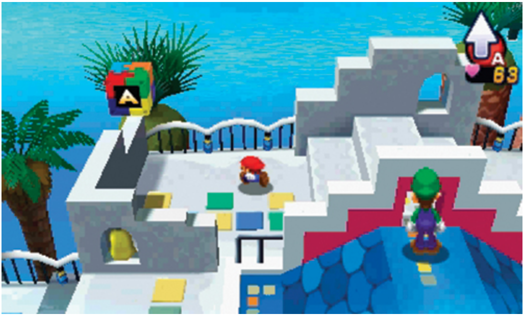


Take this opportunity to explore the island to the north, in the Shop District. Head to the west side of the island first, eliminating a few Hermite Crabs along the way. Pass through the small gate here as Mini-Mario, then use a hammer to strike a red switch. This lowers the wooden bridges connected to the east side of the island, as well as the Shop District. Cross the bridge to the east to gather another Attack Piece.

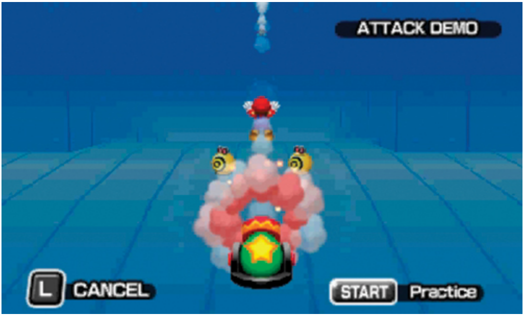


Tip

After lowering the wooden bridges, you can reach the pillow on the east side of the Shop District. Take a moment to rescue this Pi'illo (E), using the Sneeze Wind to manipulate Rotating Terrain so you can reach the three nightmare chunks.



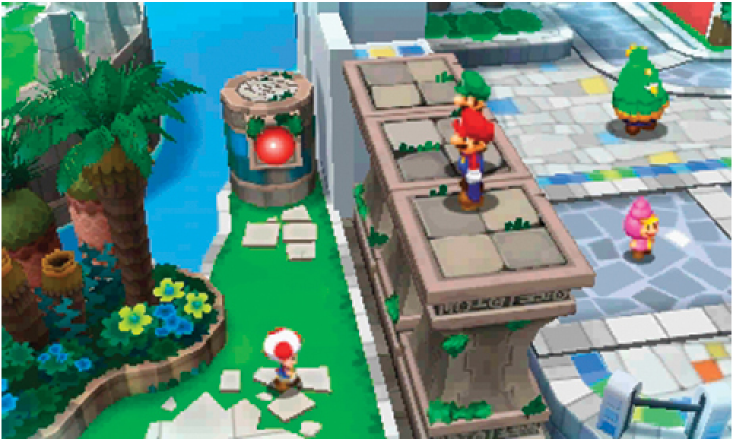
Follow the path on the east side of this area to reach a series of grassy steps leading up to an awning. From the awning you can reach the rooftop areas above the shops. But watch out for the Hermite Crabs while traversing this narrow path. On the rooftop above Badgeport you can find a ? Block (containing a Counter Belt) as well as Wakeport's tenth and final Attack Piece—only Mini-Mario can reach this area.

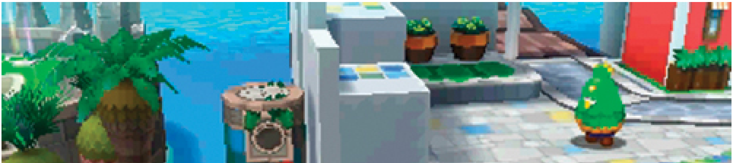


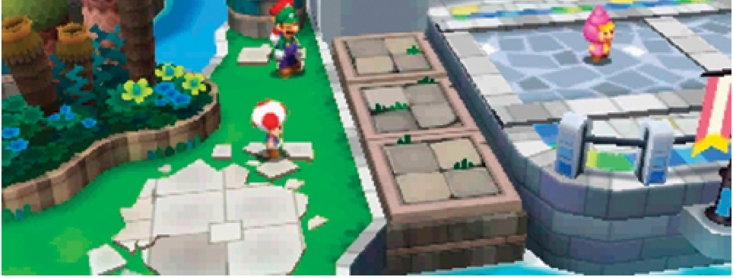
Gathering all ten of Wakeport's Attack Pieces unlocks Mario's Bye-Bye Cannon Bros. Attack. During this unique attack, you must memorize the order in which Mario and Luigi are launched from a cannon. As they land on an enemy, press Ⓐ for Mario and Ⓑ for Luigi. If you get it perfect, they'll descend in the opposite order. Definitely practice this attack many times before using it in a battle—it's a bit tricky and requires a high level of focus.

After gathering the final Attack Piece, continue your rooftop journey to the west. Strike the Bros. Block above the gear shop, then exit to the west, eliminating a few more Hermite Crabs along the way.

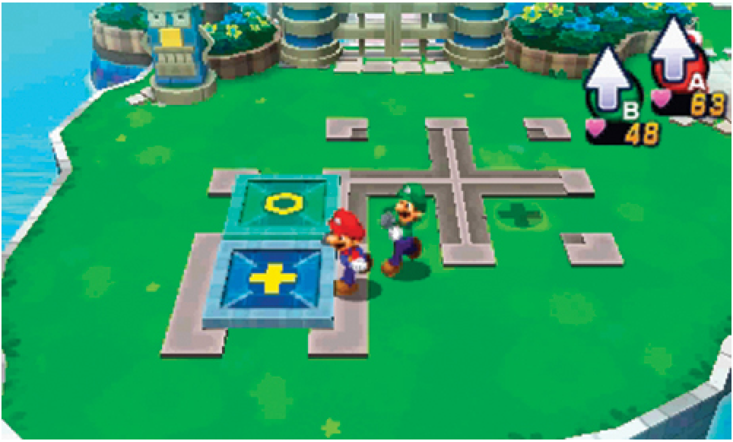
⑨ Western Ruins

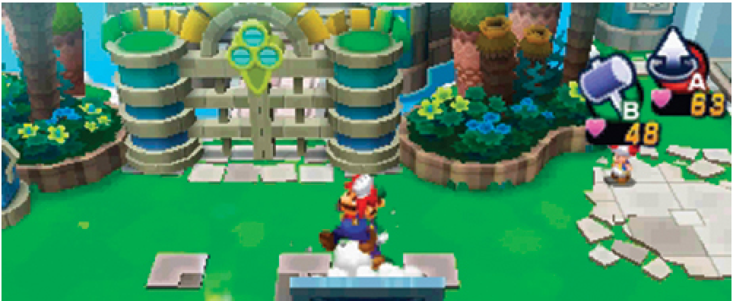


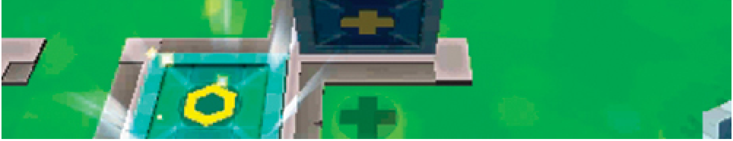




Continue along the wall on the north side of Clock-Tower Plaza, striking a ? Block and Random Block along the way. From the top of the wall, jump onto the ancient wall sections to the far west—there's a Toad stuck on the other side. But as Mario and Luigi jump down to the west side, the Toad fears that all three of them are now trapped. But no worries—simply smack the nearby red switch with your hammer to lower the ancient wall.



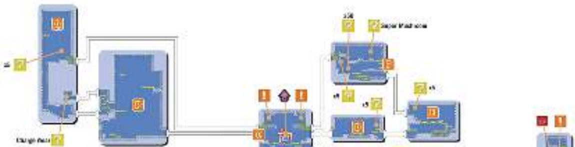


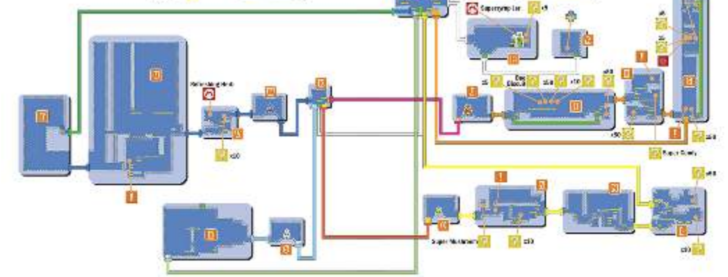


A pair of Flip Plates are located to the west of the ancient wall. As Mole Mario, go underground and flip the plates into position, matching the symbols on the two plates to the symbols in the grass. This puzzle is a bit trickier than the one you completed earlier. Get the plate with the circle icon into position first—this requires moving the other plate around to make room. Once the plate with the circle icon is set, positioning the plate with the + icon should be simple. Matching the plates to the symbol in the ground opens the gate to the north. Pass through the open gate and consider saving your game at the Save Block.

You found him—Big Massif! But there’s just one little problem…he’s fast asleep. Despite their efforts, Mario, Luigi, and Starlow can’t wake this slumbering tour guide. Dreambert arrives and realizes Big Massif is sleeping on a Dream Point. Dream Points have a very powerful dream aura, sometimes holding people in a perpetual dream state. Big Massif must be located in the dream world and convinced to wake up. Luigi can share the same dream by sleeping next to Big Massif on the Dream Point. As Luigi settles in for a snooze, a portal opens, allowing Mario to enter Big Massif’s dream.

Dreamy Wakeport (A)

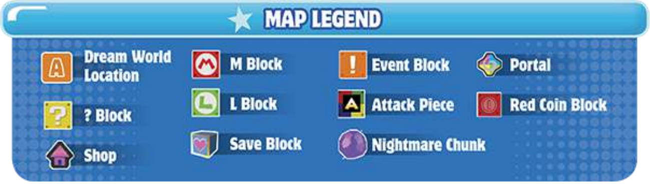




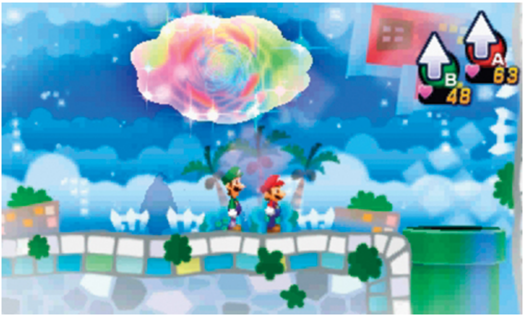
SUMMARY

Attack Pieces: 0

Enemies: Cocoknight, Telesquawk, Hotmew, Heavy Zest, Thunder Sass, Sorrow Fist, Beef Cloud, Big Massif

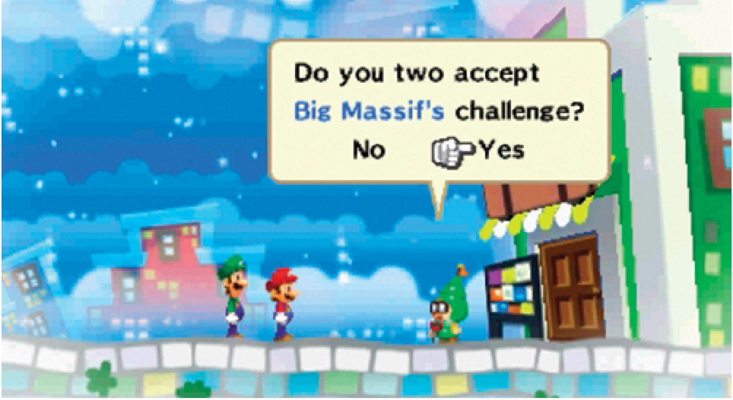


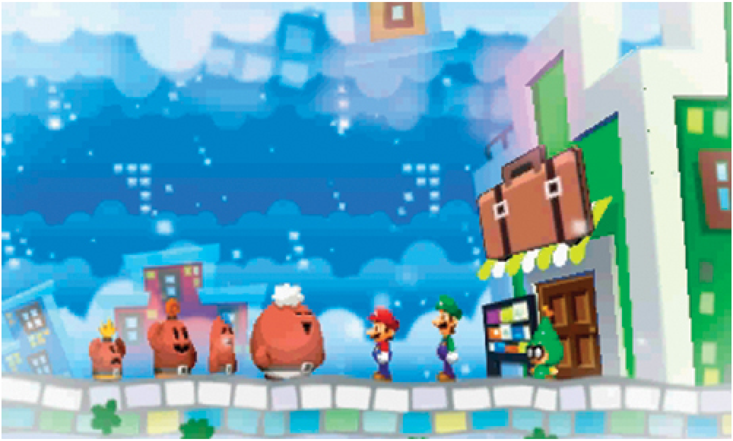
A



Welcome to Dreamy Wakeport. Big Massif is located somewhere within this sprawling dream world. With the exception of the portal, there isn't much to do in this room. So simply descend through the green pipe on the right to reach the next area.

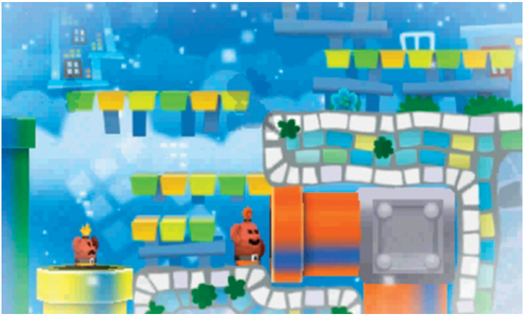
B


Do you two accept Big Massif's challenge?

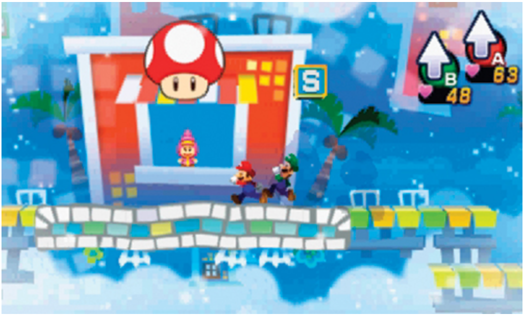


This area is home to the dream world's Tour Center. After a lengthy sales pitch, a Shelltop here finally contacts Big Massif by phone—apparently Big Massif wants to spar with Mario and Dreamy Luigi in an event called the Beef-off. If Mario and Dreamy Luigi win the Beef-off, Big Massif agrees to meet with them. Agree to Big Massif's terms by speaking with the Shelltop a second time. As part of the Beef-off, Mario and Dreamy Luigi must defeat the Hooraws, four of Big Massif's disciples—Heavy Zest, Sorrow Fist, Thunder Sass, and Beef Cloud. Each disciple has a Hooraw Medal. All four medals must be collected before sparring with Big Massif. But instead of fighting now, the Hooraws hide throughout the dream world, requiring Mario and Dreamy Luigi to find them. Pursue the Hooraws by exiting this area on the left side.

C



As Mario and Dreamy Luigi enter this area, the Hooraws disperse, each entering a different pipe. Just below, Heavy Zest exits through the orange pipe while Thunder Sass ducks into the yellow pipe. In the bottom left corner, Sorrow Fist enters the blue pipe and Beef Cloud exits through the white pipe. You need to track down each of the Hooraws one by one and defeat them in a battle to earn their Hooraw Medal. This room serves as a type of hub, with the different color pipes branching out into different areas of the dream world. Unfortunately, access to all four pipes is blocked. You'll need to find a way to open the stone gates covering each set of pipes.



Before chasing after any of the Hooraws, visit the shop in this area, next to the Save Block. If you need to restore some HP and BP, buy some Pi'l-latte. Then consider upgrading some of your gear. Also, don't forget to stock up on items. When you're finished shopping, exit this area using the path on the upper right.

Dreamy Wakeport Shop Inventory

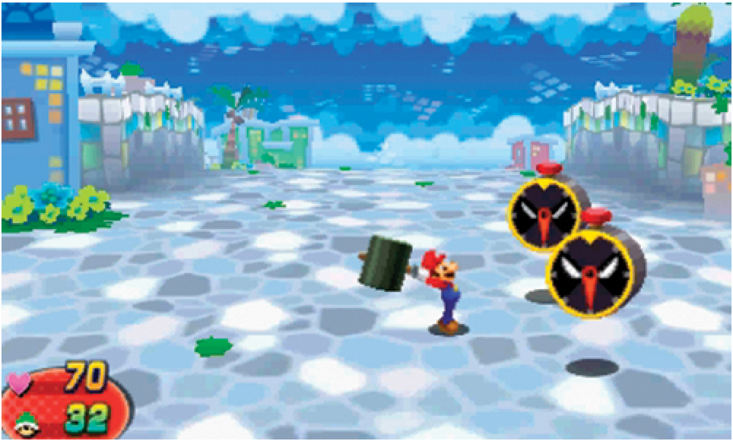
Items

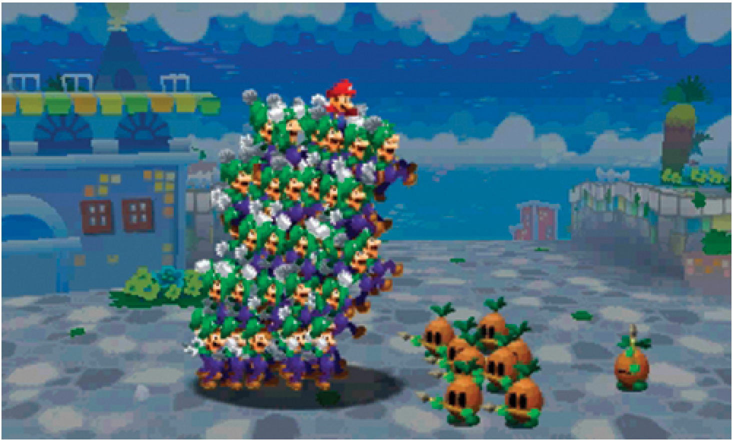
Merchandise	Coins
Super Mushroom	30
Super Nut	75
Supersyrup Jar	60
Refreshing Herb	30
Shock Bomb	50
Boo Biscuit	5
Mushroom	10
Nut	25
Syrup Jar	20
1-Up Mushroom	50

Gear

Merchandise	Coins
Steady Boots	480
Super Boots	560
Steady Hammer	480
Fighter Hammer	580
Singular Wear	360
Super Wear	420
HP Gloves	240
BP Gloves	290
Speed Gloves	120
Stache Gloves	240
HP Bangle	900
HP Knockout Bangle	900

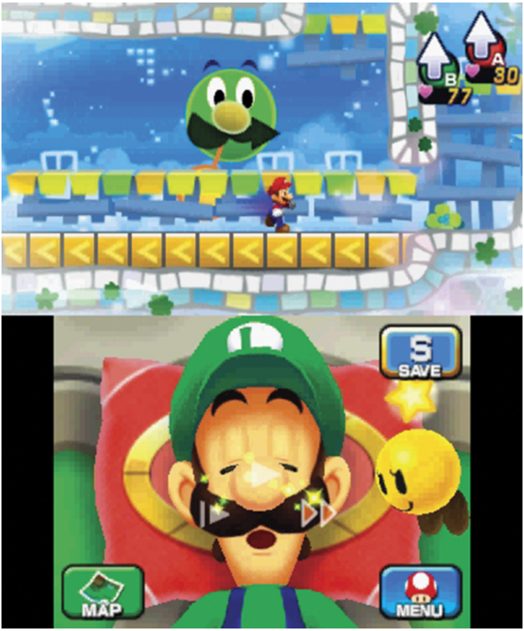
D





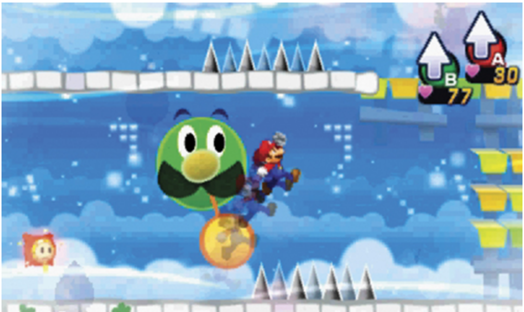
Initiate battles with the Ticksquawks in this area by either jumping on them or striking them with your hammer. These clock-like enemies aren't particularly difficult to defeat, especially if you damage them with a preemptive attack at the start of a battle. The Cocoknights on the upper level are a bit more challenging. Use your hammer to knock back their spear attacks. When they encircle Mario and begin spinning, move with the crowd to avoid getting trampled—just be ready to jump out of the circle at the end of the spinning sequence. While Jump attacks are adequate for dealing with the Ticksquawks, don't hesitate to use a Luiginary Attack, like the Luiginary Ball or Luiginary Stack, to take out large groups of Cocoknights. When you've cleared this area of enemies, exit on the right side, moving past the Conveyor on the lower level.

E



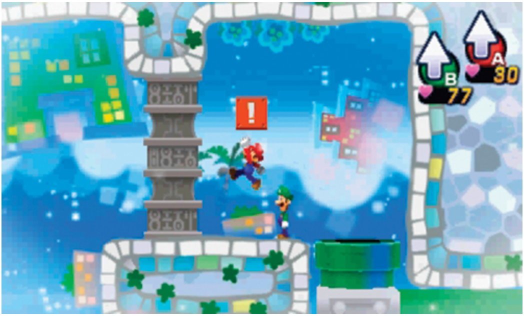
Here you must use a new Luiginary Work to advance, as demonstrated by Dreambert. The Luiginary Speedometer allows Mario to move faster or slower. Touch the slow icon on the left side of the Touch Screen make Mario move in slow motion. The fast-forward icon on the right side of the Touch Screen makes Mario move faster. The play icon in the center, on Luigi's nose, returns speed to normal. Try it out. Make Mario move faster, then run along the oncoming Conveyors on the lower level and upper level of this room. By increasing Mario's speed, he's able to cross each Conveyor with ease.

F



SAVE
MAP
MENU

Keep using the Luiginary Speedometer in this room, zipping past the Conveyor on the lower level by increasing Mario’s speed. But when it comes to hitting a certain ? Block and jumping over the spiked floor, decrease Mario’s speed. When moving in slow motion, Mario moves slower, but he can jump higher and farther, easily clearing the dangerous spikes. Continue advancing through the room, exiting through the pipe in the upper left side.

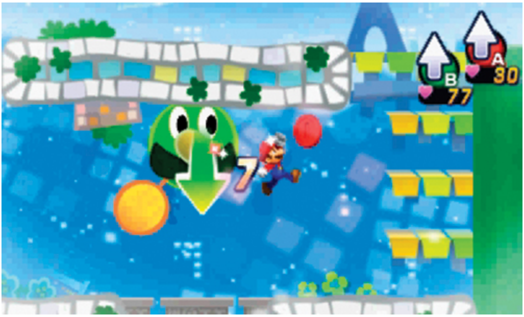


The pipe leads back to area C, putting Mario and Dreamy Luigi in the upper right side of the room, next to an Event Block. Strike the Event Block to open the nearby stone gate as well as the one covering the orange and yellow pipes below. The orange pipe leads to Heavy Zest while the yellow pipe leads to Thunder Sass. Enter the orange pipe to go after Heavy Zest.

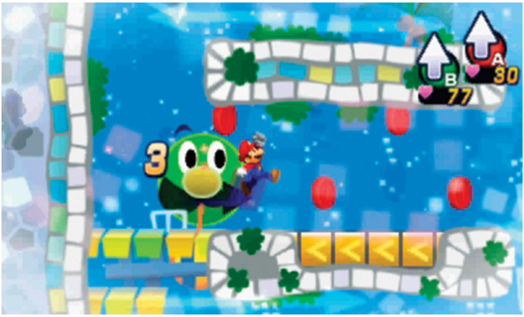
Caution

Heavy Zest is one of the toughest Hooraws. If you’re not up to the challenge, defeat the other three Hooraws first, then go after Heavy Zest last. Earning EXP and leveling up by defeating the other Hooraws may just be enough to put you over the top in the challenging Heavy Zest battle.

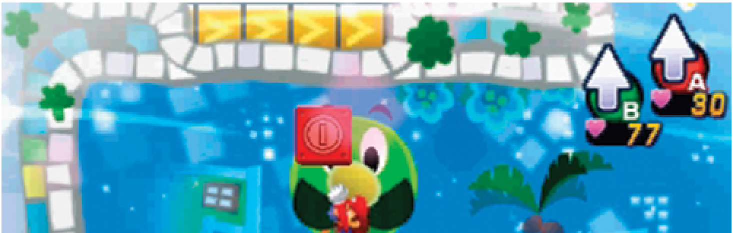
G

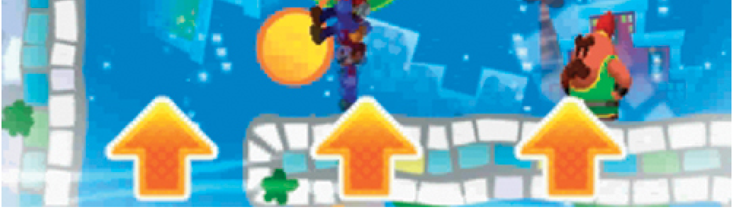


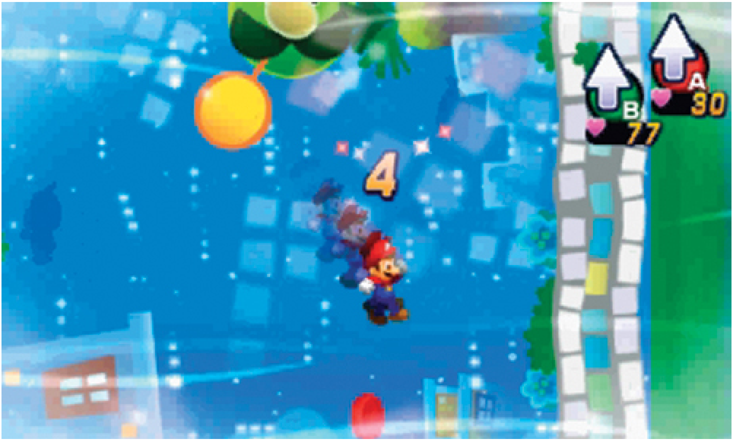
The stone gate blocks the exit in the lower left corner of this vaulted room—you need to find a way to open the gate. Initiate the Luiginary Speedometer, then enter the green pipe on the right. The pipe takes Mario to the very top of the room, where there's a Red Coin Block. When struck, eight Red Coins appear on the course below, requiring Mario to gather them all before time runs out. Once all eight coins are collected, an Event Block appears—strike it to open the nearby gate.



For the second phase, find another Red Coin Block below. Before striking it, use the Luiginary Speedometer to make Mario move faster—he'll need to speed to race across the Conveyors. Upon striking the Red Coin Block, speed from one Red Coin to the next. Gather all eight Red Coins to conjure another Event Block. Strike the Event Block to drop into the next section of the room.

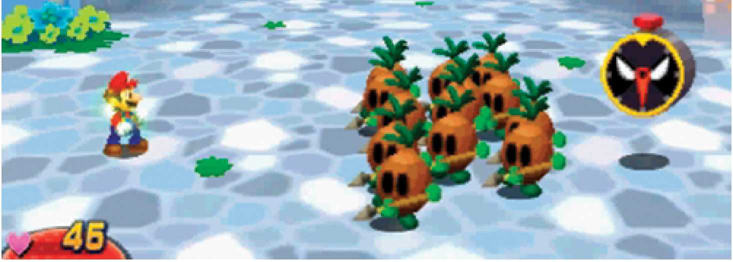


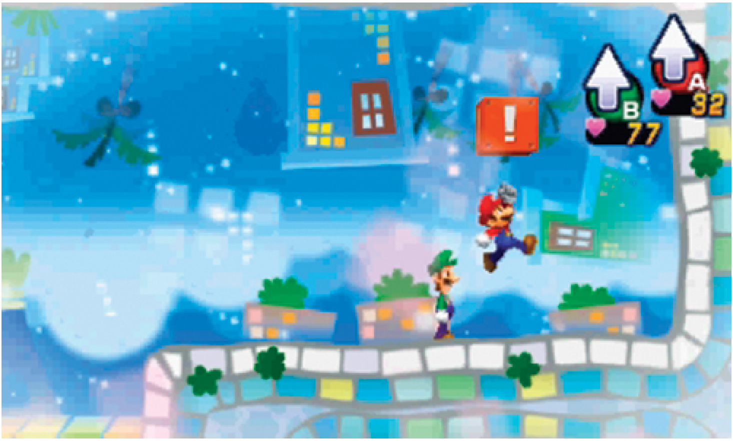




Li'l Massif appears on the ledge just below, offering some clues on how to float. Before striking the next Red Coin Block, use the Luiginary Speedometer to slow down Mario's speed. When you're ready, strike the Red Coin Block and leap off the ledge to the left. During the descent Mario can move slowly, floating from one Red Coin to the next. Gather all eight Red Coins to conjure a new Event Block below. Strike the Event Block to open the stone gate blocking the room's exit.

H



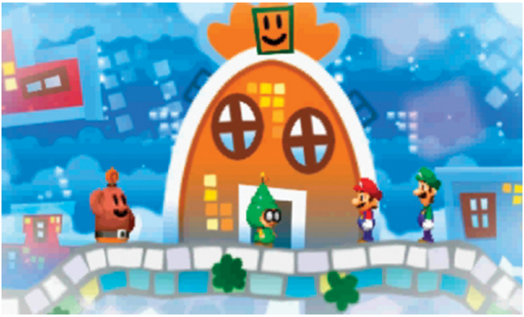


Watch out for more Ticksquawks and Cocoknights in this area. But don't avoid them—engage them in battle. You need to earn as much EXP as possible (and level up) before your encounters with the Hooraws and Big Massif. These enemies serve as the perfect opportunity to grind out some EXP. Clear the lower level first, then ascend to the upper level. Strike the Event Block at the very top level to open a stone gate. Once the stone gate is open, you can access a ? Block containing Super Candy.

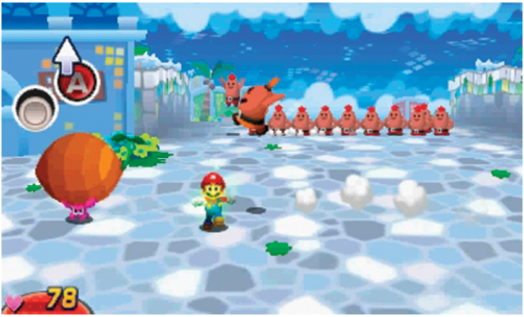
I

Use the Luiginary Speedometer here to slow down Mario so he can easily jump over the moving platforms of spikes. Slow motion jumps are also necessary to strike some of the ? Blocks in this area. When you've struck every ? Block, exit on the left side of the room.

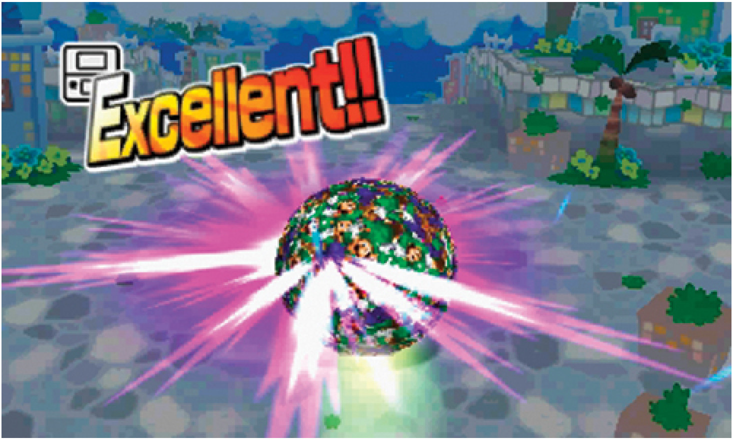
J

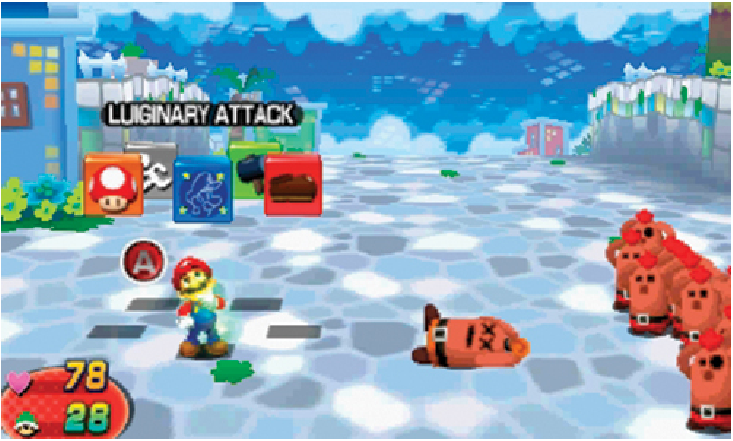


Now begins battle one of the Beef-off, pitting Mario and Dreamy Luigi against Heavy Zest. But this isn't a standard battle—Big Massif has set a strict set of victory conditions requiring Mario and Dreamy Luigi to win the battle in only three turns. In addition to defeating Heavy Zest, all additional foes must also be defeated within three turns. When you're ready, start the battle. But make sure you've fully replenished your BP—consume Syrup Jars if necessary.



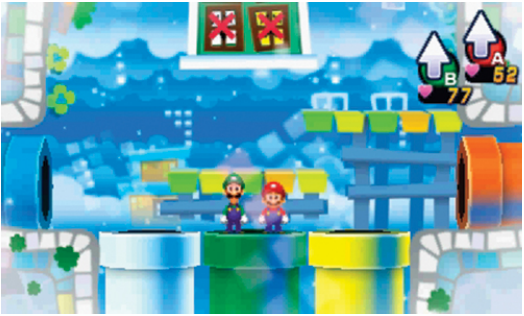
Heavy Zest surrounds himself with several smaller Hooraws—you must defeat them all in three turns to win this battle. During one of Heavy Zest's most common attacks, he comes charging at Mario while the Hooraws stand in the background. Take note of the Hermite Crab just behind Mario during this sequence. Move in sync with the Hermite Crab, then watch closely as Heavy Zest approaches—he may either jump or stay on the ground, running directly into Mario. If he jumps, stay on the ground. But if he doesn't jump, be ready to jump to avoid getting hit. Either way, Heavy Zest crashes into the Hermite Crab as long as Mario is properly aligned. As the Hermite Crab's coconut flies through the air, it bounces across most of the Hooraws in the background, inflicting heavy damage.





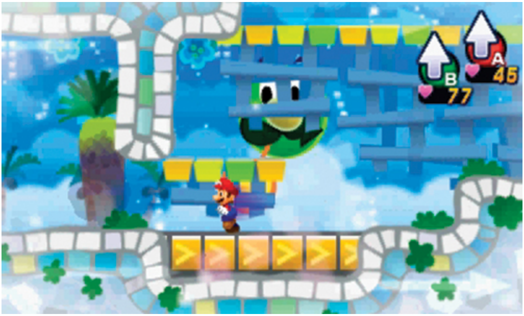
When it’s Mario’s turn to attack, don’t fool around—use only Luiginary Attacks. Although they cost BP, these attack are your best bet at defeating Heavy Zest in three turns. Both the Luiginary Ball and Luiginary Stack are effective as long as you score Excellents with each attack. It’s entirely possible to defeat Heavy Zest before all the Hooraws. But remember, the battle isn’t over until all foes are defeated. Keep hammering the Hooraws with Luiginary Attacks until the battle is won. Defeating Heavy Zest earns Mario and Dreamy Luigi the first of four Hooraw Medals. Exit through the orange pipe on the left to reach the next area.

K



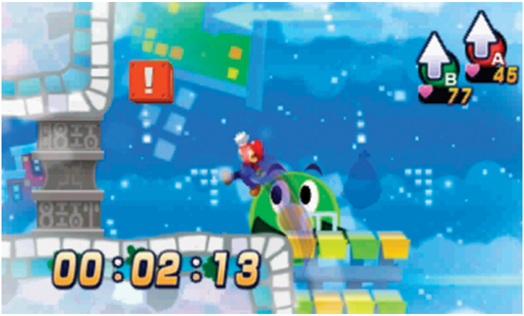
The window-like apparatus above this room serves as a type of scoreboard, illustrating which of the Hooraws have been defeated. Since you just defeated Heavy Zest, the window in the upper right closes over the orange panel—one down, three more to go. Return to area C by descending into the green pipe. Once back in Area C, descend down the yellow pipe—it's time to go after Thunder Sass.

L



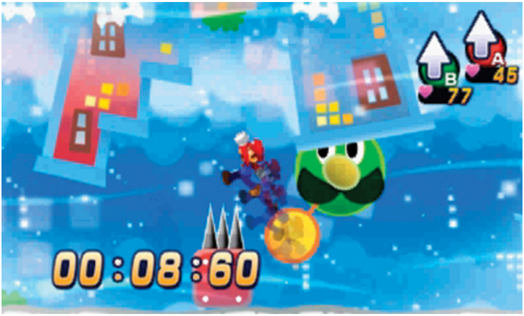
The Luiginary Speedometer is available here, allowing Mario to speed past the oncoming Conveyors. But while speeding through this room, don't forget to engage all the Ticksquawks and Cocoknights along the way—you can really use the EXP. When you're finished exploring and battling here, exit on the lower left.

M



Continue using the Luiginary Speedometer here to speed up Mario's movement. Near the center of this room strike an Event Block. This gives you nine seconds to reach a second Event Block near the exit. The only way to move fast enough through this course is with the help of the Luiginary Speedometer. When you reach the exit, strike the second Event Block to open the stone gate blocking the exit. If you're not fast enough, return to the Event Block in the middle of the room and try again.

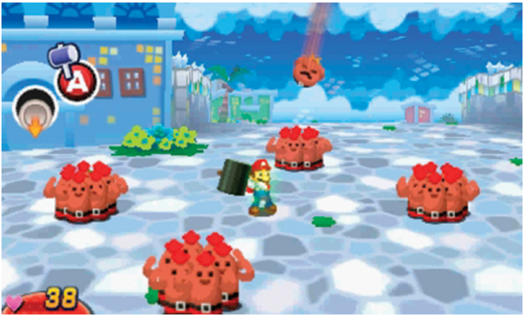
N



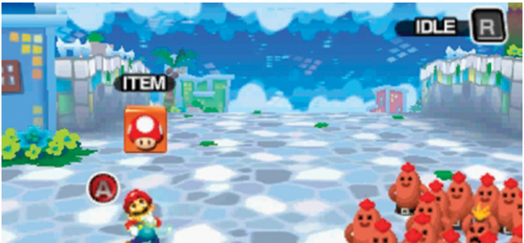
Like the previous room, you must once again use the Luiginary Speedometer to raise the stone gate blocking this room's exit. Strike the Event Block near the center to start the timer. This time you have a whopping 25 seconds to complete the course. But this time you must use both the fast and slow speeds to reach the end in time. Speed Mario's movements until you reach the spikes at the top of the room. Here you must slow Mario's movements to jump over the spikes. Once over the spikes, speed up again to reach the second Event Block—strike it to stop the timer and open the stone gate. Just beyond the gate, slow Mario's movement to strike the high ? Block containing a Super Mushroom.

O

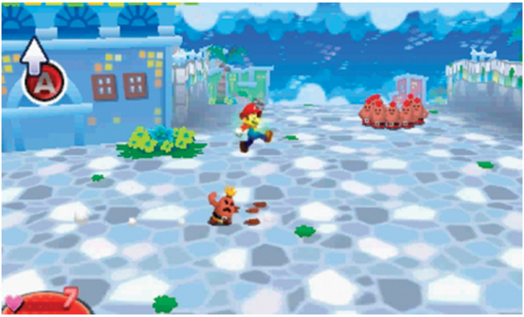
It’s time for the second battle in the Beef-off. This time Mario and Dreamy Luigi face off against Thunder Sass. Like the previous battle, there are some unique victory conditions—you can only win while using counters. Therefore, there is no attack phase for Mario during this battle. Instead, you must use Thunder Sass’ own attacks to damage him. Furthermore, only healing items can be used during this battle, and badge effects are banned. So take a moment to heal Mario completely, then start the battle.



Like Heavy Zest, Thunder Sass surrounds himself with Hooraws—but you only need to defeat Thunder Sass this time. In one common attack, Thunder Sass bounces across groups of Hooraws before launching himself toward Mario at high speed. But he only bounces off the groups of Hooraws that have their arms raised—this makes it easier to predict when and from which direction Thunder Sass will come flying. Counter by hitting Thunder Sass with the hammer as he flies toward Mario. It’s not easy, but this is one of the best ways to inflict damage on Thunder Sass.

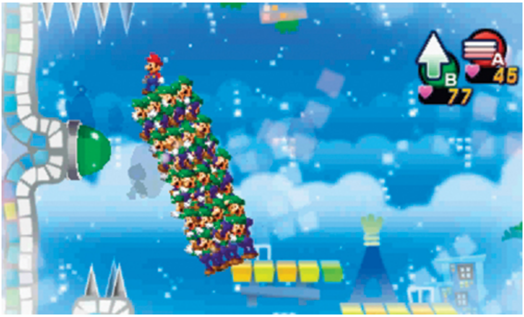


Since there is no attack phase for Mario, you can only use items during his turn—consuming Mushrooms and Super Mushrooms is a good idea if your health is low. If you don't need the health, simply press R to continue the battle.



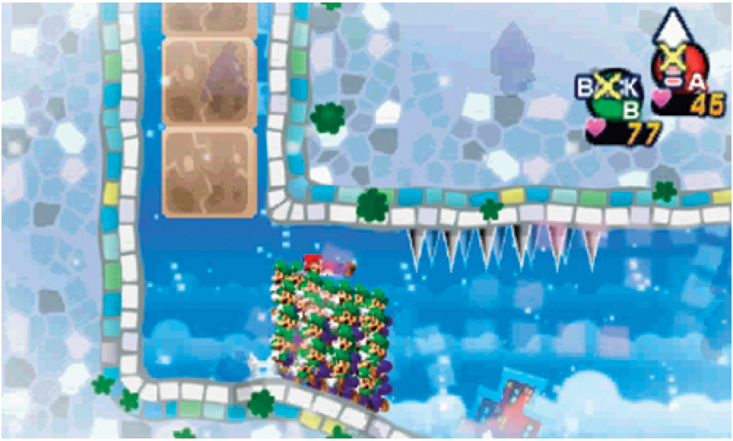
During another Thunder Sass attack, he comes charging directly at Mario. Time your jump carefully so you land on top of him to inflict damage. It's much easier to score a counter during these attacks than it is with the hammer counter, so make the most of these opportunities. It only takes a few successful counters to defeat Thunder Sass, so stay focused to come out on top in this battle, earning another Hooraw Medal in the process. Exit the area by entering the yellow pipe on the left to return to area K. From area K, enter the green pipe to return to area C.

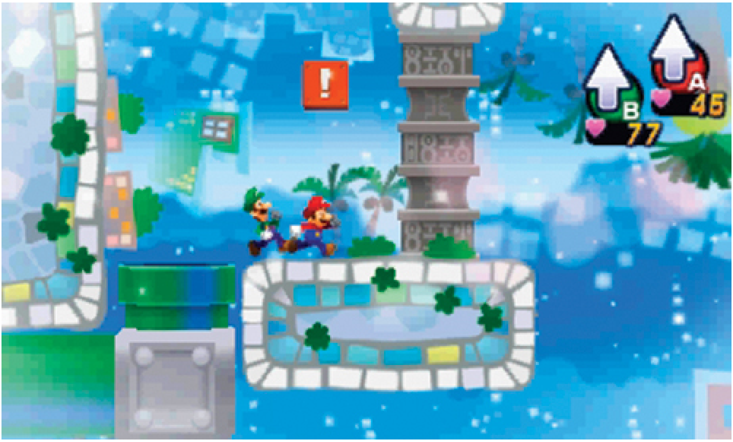
P



Back in area C, the blue and white pipes are still inaccessible, blocked by a stone gate. So exit area C on the upper left side to reach this area. Transform into the Luiginary Stack here and move to the far left. Jump onto the platform near the green switch on the wall, then lean the Stack out to the left so it can activate the switch. This opens a stone gate on the upper level —it also makes numerous coins appear throughout the room! Use the Stack's Spring Jump to gather all these coins, then exit the room on the upper left. The upper left exit leads to a small room in area Q with a ? Block containing Charge Wear. After grabbing the Charge Wear, return to area P and exit through the lower left passage.

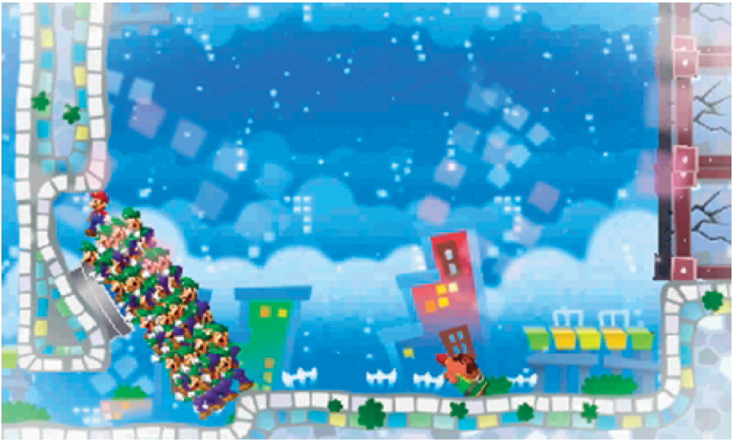
Q

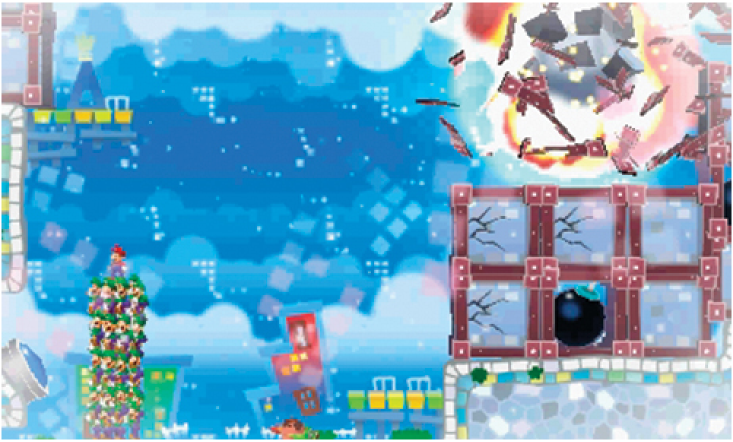




Employ the Luiginary Stack once again to get through this room. Compress the Stack to get past the spikes in the ceiling, then use a Spring Jump to bust through the rocks on the left side. After reaching the upper level, disassemble the Stack and exit through the green pipe on the upper right. This pipe leads back to a small alcove in area C with an Event Block. Strike the Event Block to open the stone gate blocking access to the white and blue pipes below. Descend to the lower level of area C and then enter the white pipe—it's time to find Beef Cloud.

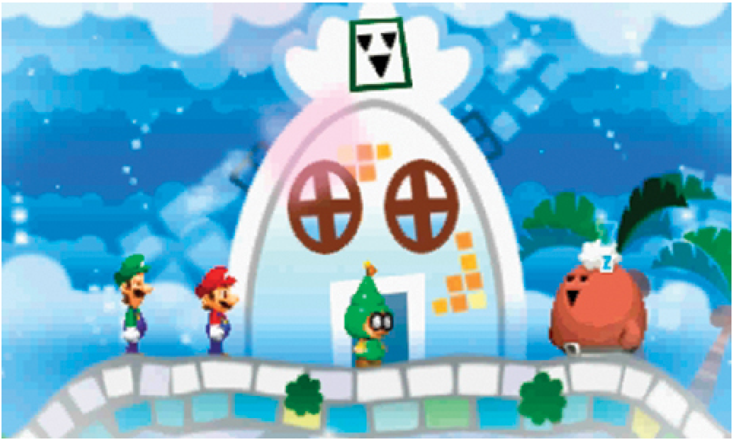
R

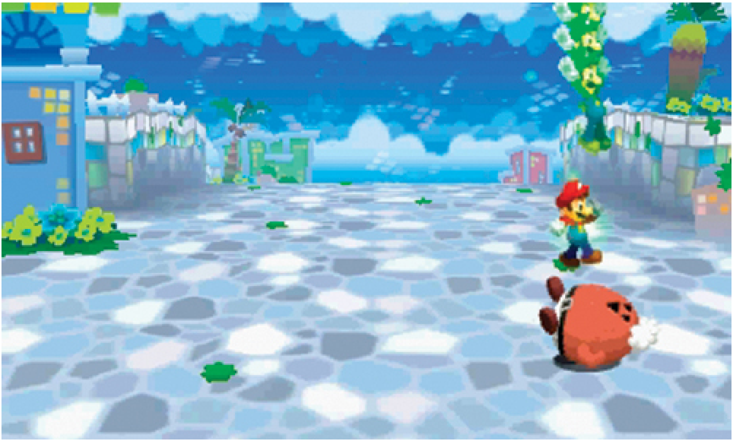




Mario and Dreamy Luigi encounter Li'l Massif here, working on his abs. He offers some advice on getting through this area—you must use bombs dropped from the ceiling to blast your way through the large barricade. Start by initiating a Luiginary Stack. Next, lean out to the left to activate the blue switch—this causes bombs to drop from a green pipe in the ceiling. As long as the switch is depressed, bombs continue falling, bouncing off the Stack before exploding nearby. As a bomb falls, snap the Stack to the right, batting the bomb toward the massive barricade on the right. Keep hitting bombs toward the barricade by snapping the Stack into an upright position—timing and positioning determines the trajectory of the flying bombs. Try to strike the bombs embedded in the barricade to create even larger explosions. Continue in this fashion until the entire barricade is destroyed, then exit on the right.

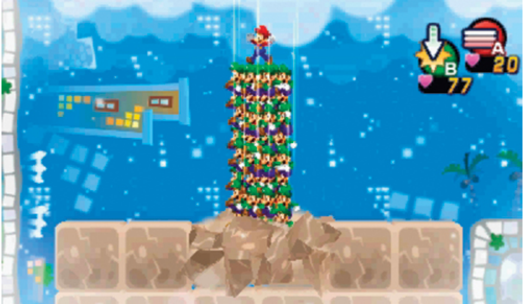
S





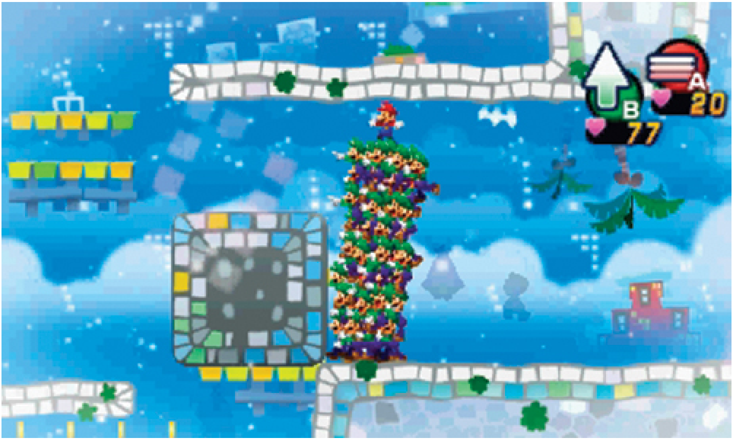
You have reached the location of the third Beef-off battle, facing off against Beef Cloud. Unlike the previous battles, there are no special conditions. When you're ready, start the battle with Beef Cloud. He may be big, but Beef Cloud is always sleepy—and the longer he sleeps, the more HP he recovers. Keep hitting Beef Cloud with simple Jump attacks. Instead of taking a turn to attack, Beef Cloud continues to sleep, recovering HP with each passing moment. So as soon as it's your turn to attack again, do so as quickly as possible. Continue hammering Beef Cloud with continuous Jump attacks until he's down for the count, earning yet another Hooraw Medal. Following the battle, exit through the white pipe on the right to return to area K. From area K, take the green pipe back to area C, then enter the blue pipe—time to wrap up the Beef-off by finding Sorrow Fist.

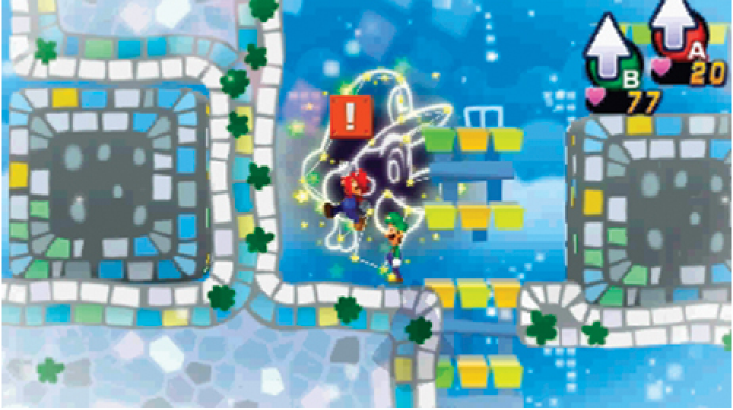
T



Eliminate the Cocoknights near the entrance of this room, then form a Luiginary Stack to Ground Pound your way through the rocks. At the bottom of the room there are several Ticksquawks—take them out as the Luiginary Stack, then exit on the right.

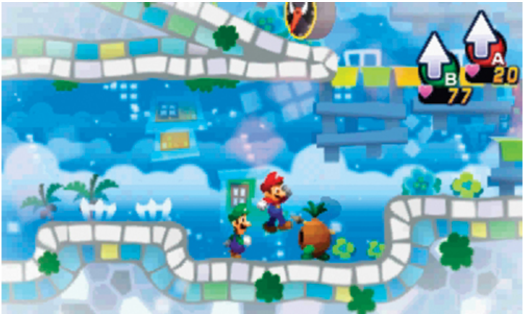
U





Compress the Luiginary Stack to duck under the wall near the entrance of this room, then Spring Jump to the middle level. Continue performing Spring Jumps to reach the coins in the upper level of this area. Unfortunately, the exit is blocked by a stone gate. Ground Pound through the rocks near the exit, then move left, gathering coins and moving a large stone block along the way. When you can push the block no further, disengage the Stack and drop down to the lower level, moving toward the Event Block on the left. Strike the Event Block to open the stone gate blocking the exit. Reassemble the Luiginary Stack and use a Spring Jump to return to the room's upper level, then exit on the right.

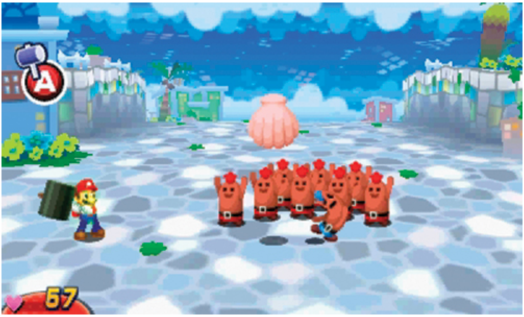
V



More Cocoknights and Ticksquawks patrol this room. Battle all the enemies here to gain more EXP, then exit on the right.

W

It’s time for the final round of the Beef-off as Mario and Dreamy Luigi face Sorrow Fist. For this battle you must win by only using Excellent hits. Damage dealt by any other hits won’t count—in fact, they’ll heal your foe. Before starting the battle take a moment to replenish your HP and BP. When you’re ready, begin the battle with Sorrow Fist—Dreamy Luigi must encourage this sad Hooraw before the battle begins.



Sorrow Fist doesn’t exactly exude confidence. But don’t let his somewhat helpless demeanor fool you. Sorrow Fist surrounds himself with other Hooraws. Be ready to defend yourself against his attacks. In one attack he strikes a shell falling from the sky, sending it flying at Mario—knock it back with your hammer. In another attack, Sorrow Fist comes charging at Mario, flailing his arms—jump on his head to counter.

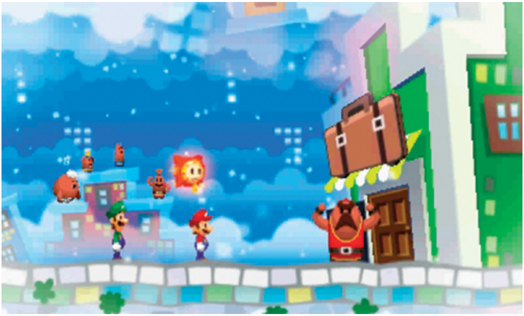
Excellent!!
40

When it's Mario's turn to attack, focus on attacks you're confident you can score Excellent hits with—remember, any other hits will heal Sorrow Fist instead of damaging him. Jump attacks are relatively easy to score Excellent hits with and deal a reasonable amount of damage. So simply perform one Jump attack after another until Sorrow Fist is down for good. Defeating Sorrow Fist earns Mario and Dreamy Luigi the fourth and final Hooraw Medal—you can now face Big Massif! Exit this room by taking the blue pipe back to area K. From there, take the green pipe back to area C. Now return to the dream world's Tour Center in area B to face Big Massif.

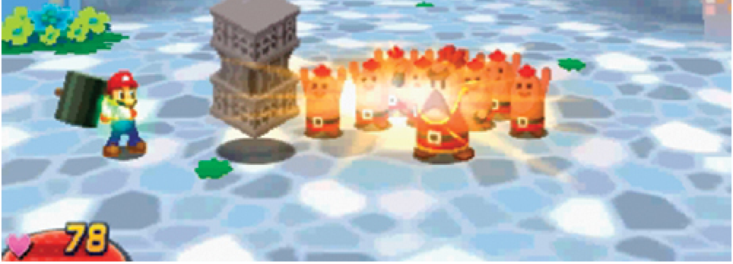
Tip

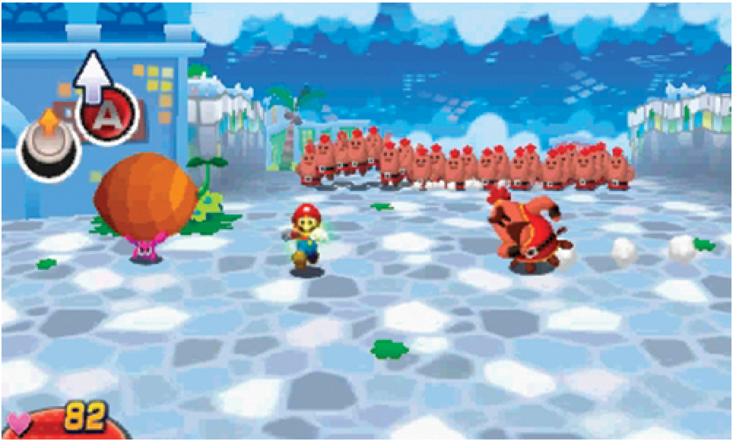
Before heading back to the Tour Center, consider stocking up on items at the shop in area C. Now's a good time to purchase some Pi'l-latte, fully restoring your HP and BP, just before battling Big Massif.

Big Massif Battle

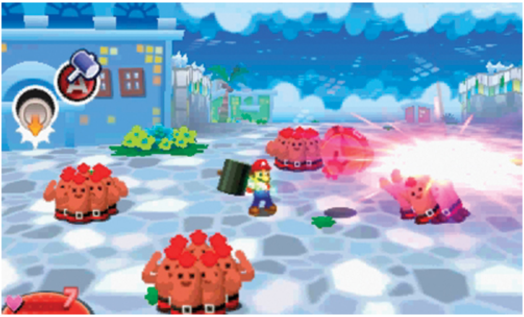


Upon returning to the Tour Center, Mario and Dreamy Luigi present the Shelltop with all four Hooraw Medals. But Dreambert gets suspicious when Big Massif is nowhere to be found. That's when the Shelltop transforms into Big Massif! Dreambert isn't impressed with all the theatrics and pleads with Big Massif to wake up so they can go to Mount Pajamaja. But Big Massif isn't ready to fold so easily. Following a somewhat flawed demonstration of his workout routine, Big Massif challenges Mario and Dreamy Luigi to a battle—maybe he'll agree to wake up if you defeat him?

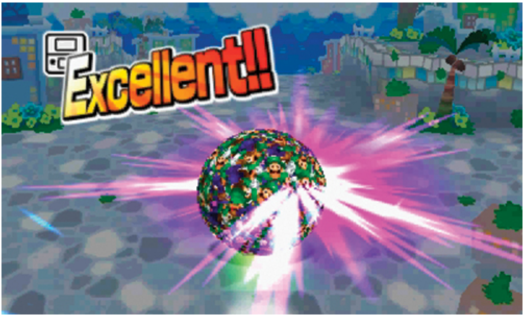




Battling Big Massif is similar to the battles with the other Hooraws—only Big Massif has much more HP and deals more damage with his attacks. Be ready to use your hammer and knock back a large stone pillar he punches in your direction. Like Heavy Zest, he also performs a charging attack—align yourself with the Hermite Crab and avoid getting trampled in the process. If Big Massif hits the Hermite Crab, the coconut goes flying, dealing damage to the Hooraws in the background.



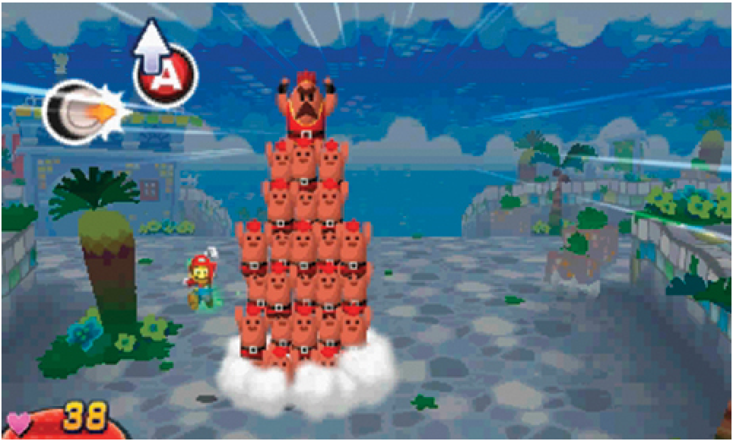
Like Thunder Sass, Big Massif also bounces across groups of Hooraws before launching himself toward Mario. Pay close attention to the groups of Hooraws during this sequence—Big Massif only bounces on the groups of Hooraws with their arms raised. As Big Massif flies at Mario, strike back with your hammer to perform a counter.

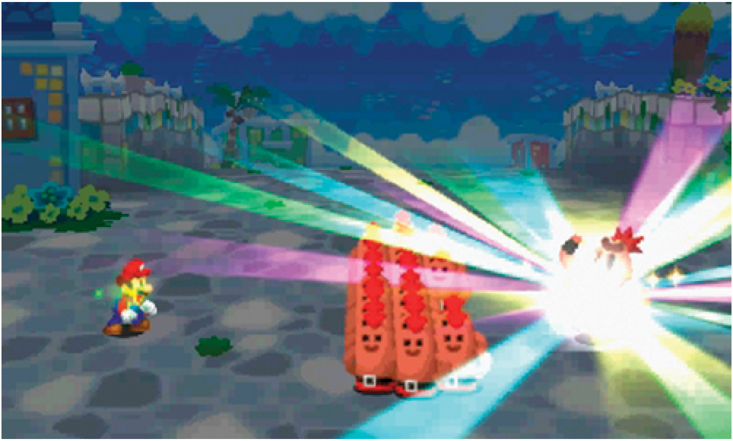


When it comes to attacking Big Massif, don't hold back. Use Luiginary Attacks like the Luiginary Ball and Luiginary Stack to deal massive amounts of damage to Big Massif and his small army of Hooraws. These attacks do far more damage than any Jump or Hammer attack, significantly shortening the length of the battle. If you're running low on BP, consume a Syrup Jar and keep the Luiginary Attacks going.

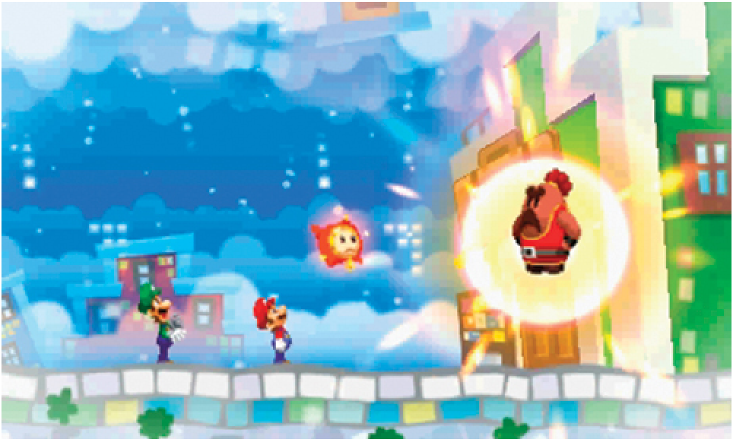
Caution

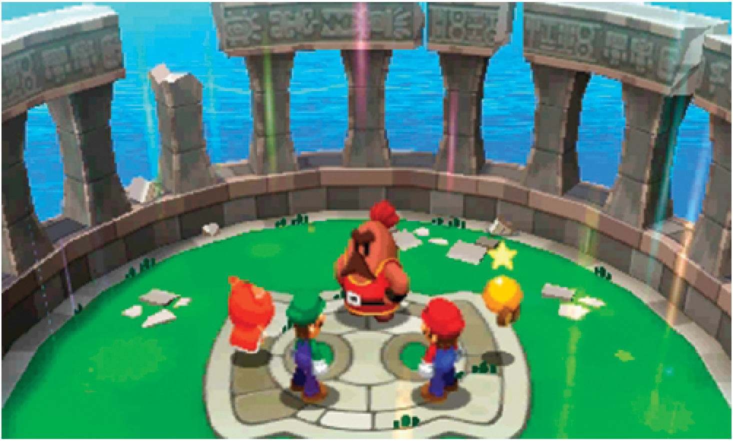
While Luiginary Attacks deal high damage, defeating the Hooraws makes Big Massif's POW go up, making his attacks more and more powerful. You're better off dealing damage through counterattacks. Hooraws defeated during counters do not cause Big Massif's POW to increase.





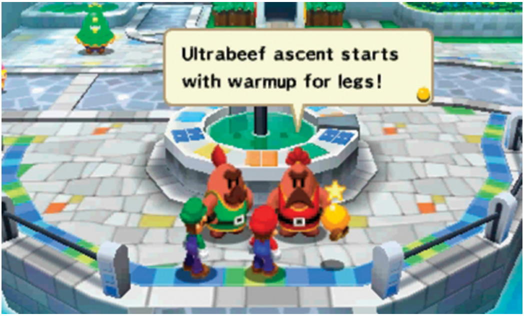
But Big Massif can organize a Stack of his own, riding atop a massive Stack of Hooraws. During this sequence Mario runs away from the approaching Stack. Move left and right to avoid getting trampled. Also be ready to jump when the Stack jumps toward you. Upon landing, the Stack emits a powerful radial shockwave. It's important to avoid getting smashed by the Stack or knocked over by the resulting shockwave. Continue hammering Big Massif with counters and attacks of your own until he's defeated, earning you plenty of coins and EXP, as well as Knockout Boots.





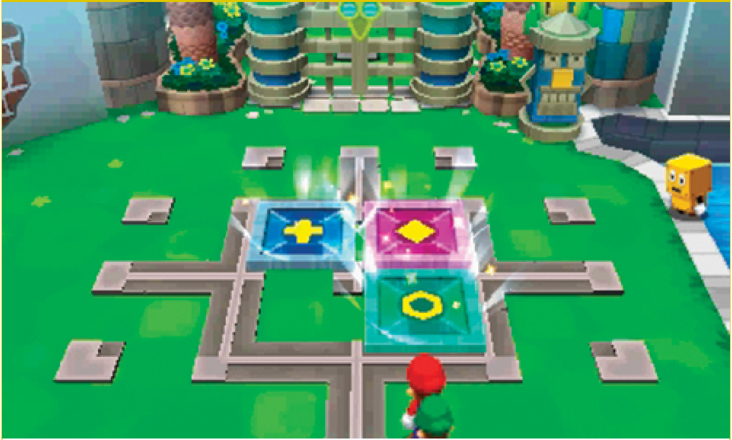
Following the battle, Big Massif agrees to return to the real world. Return to area A and leap back through the portal there to return to the real world. Back in the real world, Big Massif finally wakes up and is surprised to see Mario and Luigi standing before him—after all, he just saw them in a dream! When Starlow tells Big Massif that they're here for the tour, he finally realizes that he overslept.

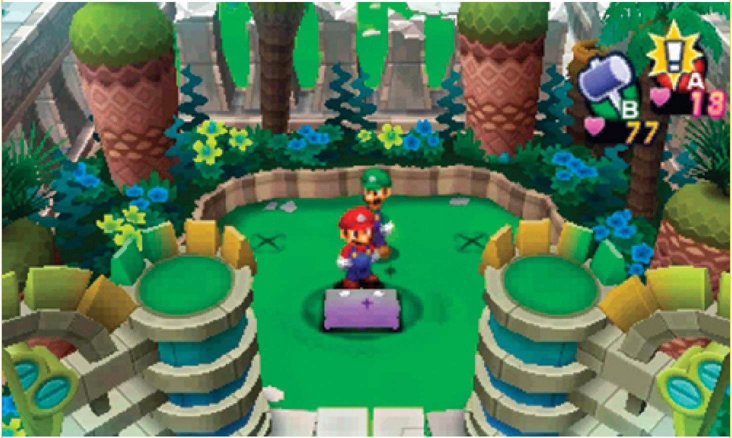
Destination: Mount Pajamaja



Mario, Luigi, and Starlow automatically rendezvous with Big Massif and Li'l Massif at Clock-Tower Plaza. Big Massif is still disappointed in himself for oversleeping, but is committed to make up for it by attempting an Ultrabeef ascent of Mount Pajamaja. He mentions that Mount Pajamaja is located behind Pi'illo Castle. By following the path around the castle you can reach the mountain. Without wasting any time, Big Massif and Li'l Massif sprint toward Mount Pajamaja. There's no need to chase after them right now—you can catch up with them later.

Note



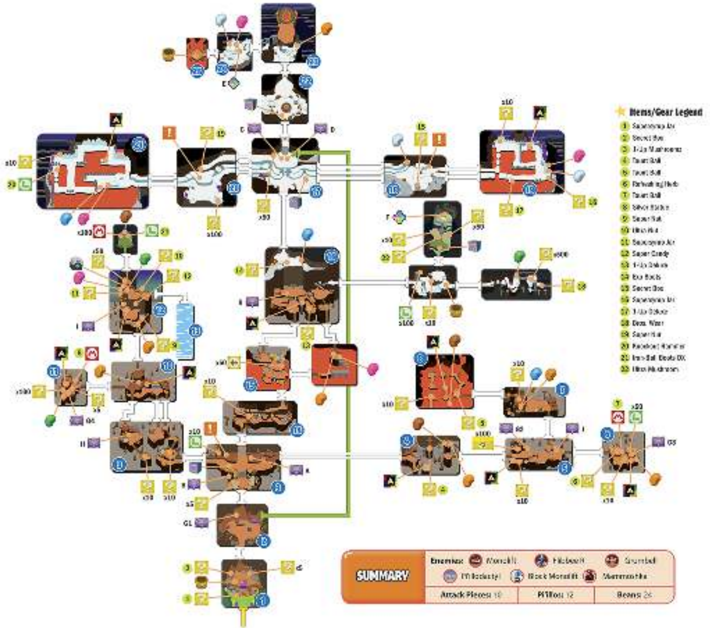


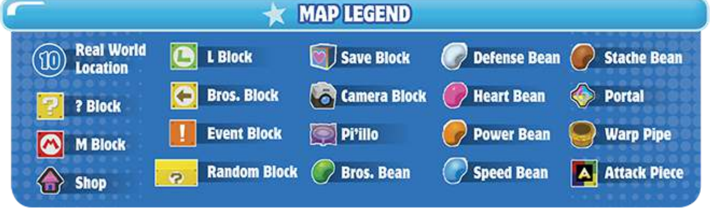
Before leaving Wakeport you may want to explore a bit more and uncover a few more secrets. For instance, head north of the Tour Center and complete the Flip Panel puzzle to open a gate. Beyond the gate you can rescue another Pi'illo (D) as well as gather a Heart Bean and Stache Bean.

Now it’s finally time to go to Mount Pajamaja. Start by traveling toward Pi’illo Castle. From Pi’illo Castle it’s a short hike north to reach the base of Mount Pajamaja. Scour the paths around Pi’illo Castle (on the Pi’illo Blimport map) for beans and ? Blocks, as this is the first time you’ve probably explored this area. There are also a few Grombas in the area you can easily defeat. When you’re finished exploring around Pi’illo Castle, head north to reach Mount Pajamaja.

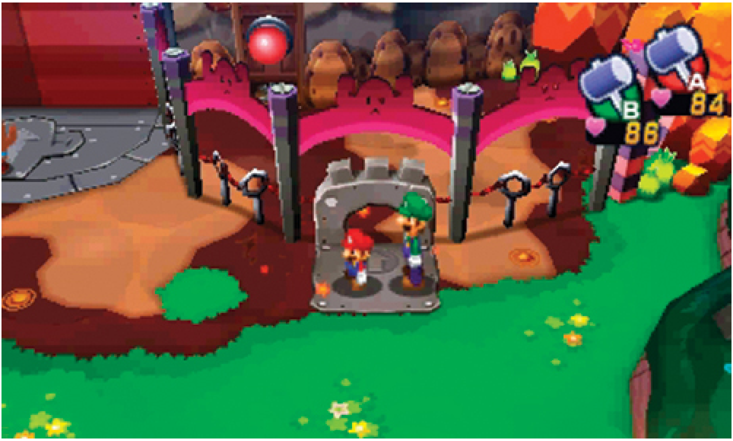
Mount Pajamaja

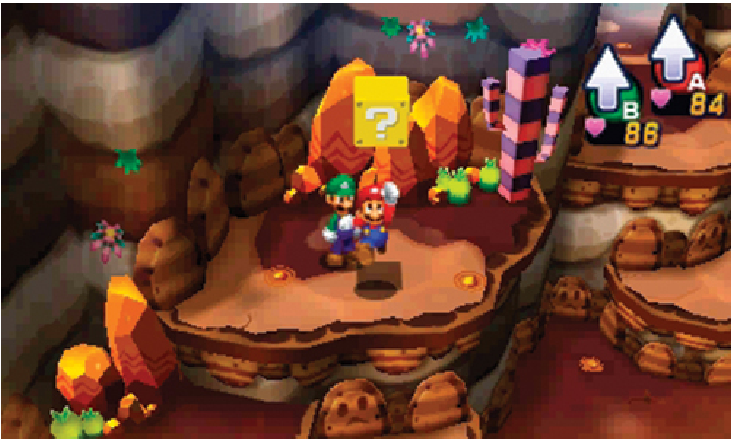
Mount Pajamaja





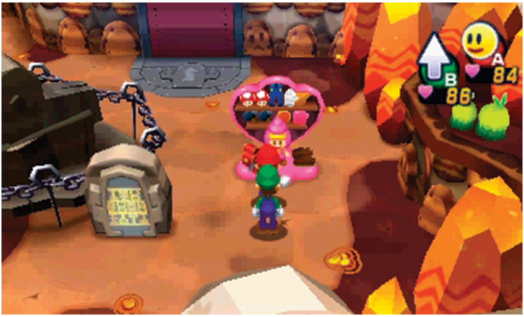
① Mount Pajamaja Entrance





Welcome to Mount Pajamaja, the last known location of the Dream Stone. But as the tallest point on Pi'illo Island, it won't be easy reaching the top. Fortunately, Mario and Luigi have the assistance of Li'l Massif and Big Massif to help them during the treacherous climb. Just ahead there are two small gates, accessible only by Mini-Mario. The gate on the west side leads to a ? Block containing a Supersyrup Jar. The gate on the east side leads to a red switch—strike it with your hammer to lower the nearby blocks, creating a set of steps to the mountain's base. Climb up the steps and take a moment to explore the upper area. Here you can find a ? Block containing a Secret Box, and another ? Block containing coins. Once you're finished exploring, advance through the narrow passage to the north.

② Tour Start



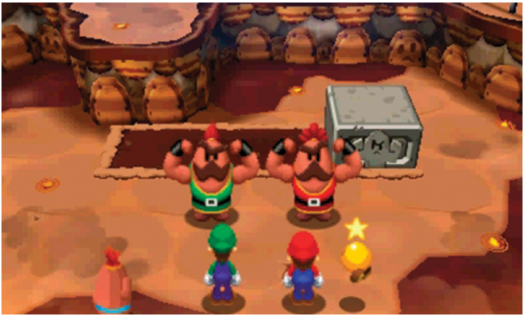
Li'l Massif and Big Massif are waiting here to begin the tour of the mountain. But before speaking with them, visit the shop on the east side. Now's a good time to stock up on gear and items in preparation for the journey—the Heart Boots, Super Hammer, and Fighter Wear are good deals if you can afford them. Also, don't forget to purchase some Pi'l-latte to fully restore Mario and Luigi's HP and BP.

Mount Pajamaja Shop Inventory

Items

Merchandise	Coins
Super Mushroom	30
Super Nut	75
Supersyrup Jar	60
Refreshing Herb	30
Shock Bomb	50
Boo Biscuit	5
Mushroom	10
Nut	25
Syrup Jar	20
1-Up Mushroom	50

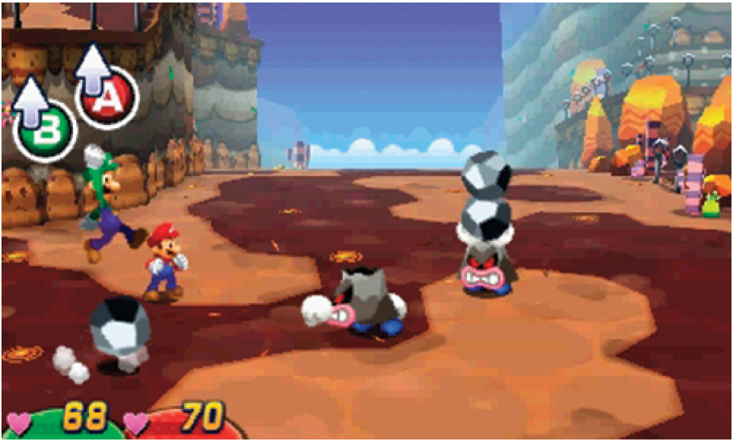
Gear	
Merchandise	**Coins**
Super Boots	560
Heart Boots	670
Fighter Hammer	580
Super Hammer	560
Super Wear	420
Fighter Wear	420
EXP Bro Gloves	240
HP Scarf	1050
BP Scarf	1260
Speed Scarf	530
Stache Scarf	1050

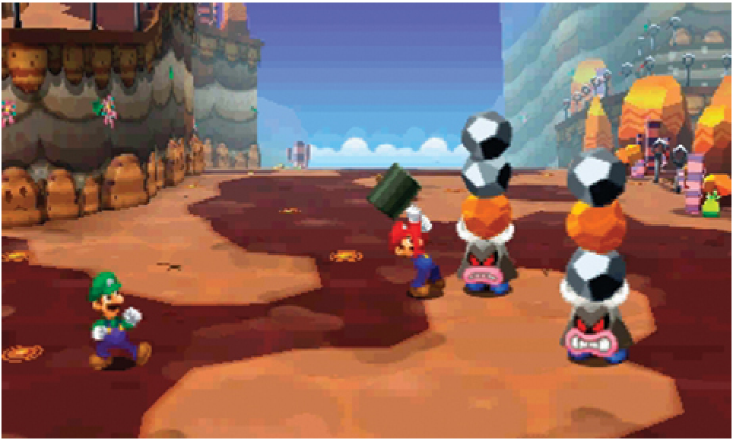


When you're ready to begin the tour, speak with Big Massif. After a short motivational speech, Big Massif moves the large stone block toward the nearby ledge, creating a step necessary for reaching the upper-level. Follow Big Massif and Li'l Massif to the upper-level and exit to the north.

③ Mighty Gate

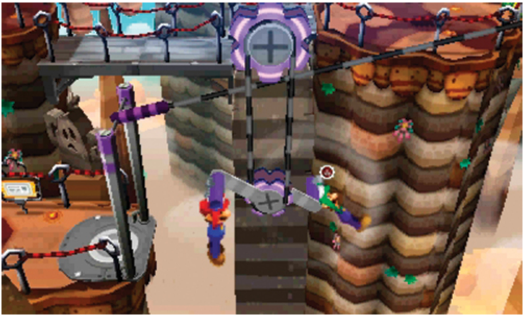
Ascend the stone steps here to catch up with your tour guides. Just ahead, is the tour's first point of interest: the Mighty Gate. Even the Massifs have not been able to open this gate. But there is another way around. Before following the Massifs to the east, use the nearby Save Block to save your game. You can also strike an L Block to the northwest to obtain a 1-Up Mushroom.





On the east side of this area you encounter the first enemy—Monolift. Prior to a battle, these guys try to initiate combat by throwing a large brown stone at you. Avoid contact with these incoming rocks and initiate a battle with a Jump or Hammer attack. Rocks are also important to their attacks during battle. When they approach with a stack of rocks, watch carefully as they punch them toward Mario and Luigi, one at a time. Jump over the gray rocks, and pay extra attention to the brown rocks—they split in two, traveling toward both Mario and Luigi. In another attack, the stack of rocks is balanced above the Monolift's head, leaning left and then right. When the stack of rocks leans away to the right, counter with your hammer—this causes the stack of rocks to fall on the Monolift, inflicting damage. When it comes to attacking, use Hammer attacks as Jump attacks do no damage due to the layer of rocks above each Monolift. Bros. Attacks like the 3D Green Shell and 3D Red Shell also work well against these foes. When you've defeated the Monolifts, exit this area by taking the lower-east path.

④ Lower Bike Gondola

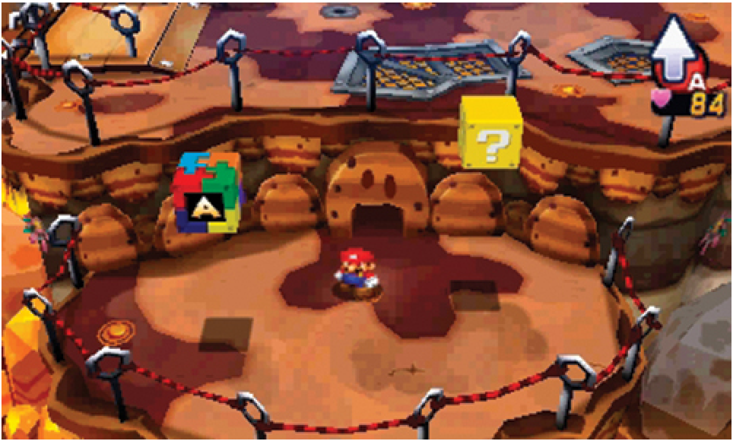


Here you must use the bike gondola to reach the plateau on the far east side. Mario and Luigi must work together to operate this device. Alternately press Ⓐ and Ⓑ in a steady rhythm to make the bike gondola move along the suspended cable. If you lose your rhythm, the bike gondola begins moving backward. It's difficult to recover once the bike gondola is moving in the opposite direction, so simply ride it back to the start and begin again. Once you've reached the eastern plateau, exit by crossing the bridge to the east.

Note

The Attack Piece on the south side of this area cannot be reached yet. Don't worry, you can come back and collect it later.

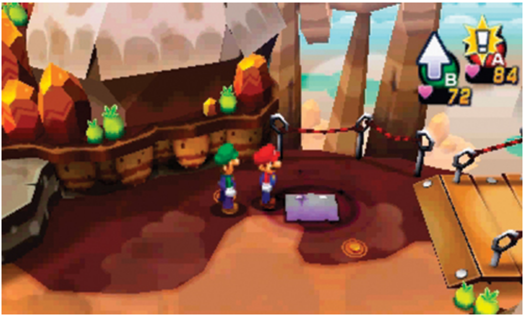
⑤ Southeast Junction



Upon entering this area, the Massifs are seen heading across the distant bridge to the north. But there’s no need to rush—they’ll wait for you. Instead, take a moment to explore this area and battle some Monolifts in the process. Smash the rock directly to the east to uncover a pillow. Unfortunately, you can’t rescue this Pi’illo (G) yet—come back later. South of the pillow, enter a small gate as Mini-Mario to reach the first Mount Pajamaja Attack Piece.

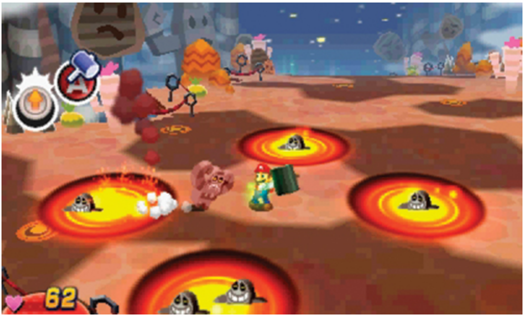
Note

Go to area 11 and complete the dream world challenge there to open the gate blocking the path to this Pi’illo’s nightmare chunk.



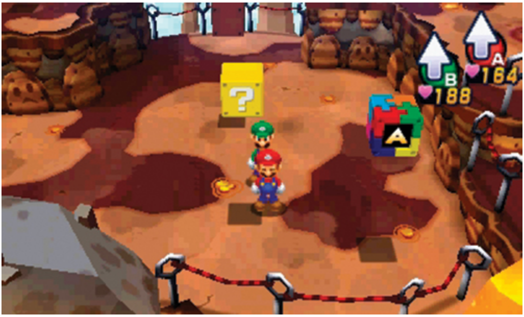
There's another pillow hidden beneath one of the rocks to the east—this is one Pi'illo (J) you can rescue. In the dream world, strike the switch on the left side to access the nightmare chunk. Smash the nightmare chunk to free another Pi'illo Folk. Once the Pi'illo is free and you've returned to the real world, cross the bridge to the east for a quick detour.

Tip



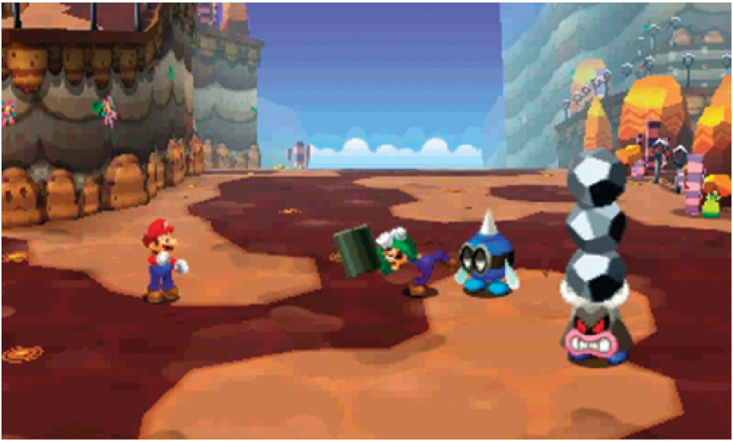
The dream world is also home to a new enemy—Chizzle. These durable stone enemies perform charging attacks requiring Mario to move and jump to counter. They also toss a giant stone dumbbell toward Mario—knock it back with the hammer. Hammer counters are also necessary when the Chizzles come charging toward Mario out of lava pools—they emerge from the pools in the same order in which they entered, so pay close attention. Jump attacks are effective against these enemies. But if you want to end the battle fast, use a Luiginary Attack like the Luiginary Ball or Stack.

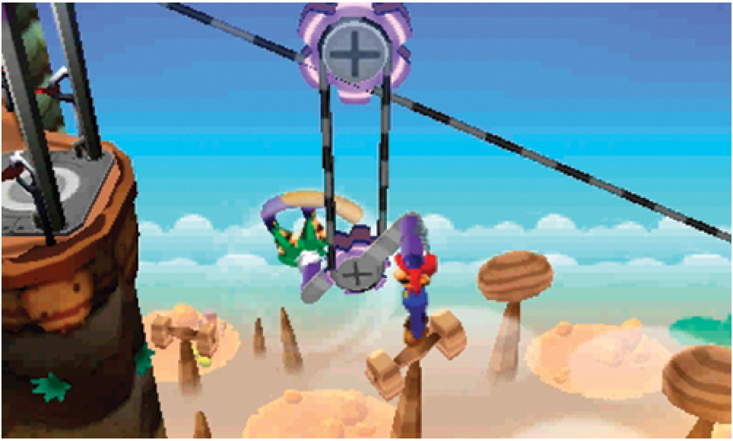
⑥ Southeast Plateau



Although the Massifs didn't come this way, take a moment to scout out this remote area to gather a few more goodies. Here you can get a Refreshing Herb from a ? Block, a Taunt Ball from an M Block, some coins, and another Attack Piece. There's also a pillow, an L Block, and a Power Bean to the east—but you can't reach them yet. Come back later to strike the L Block and rescue the Pi'illo (G). When you've gathered as much as you can, return to area 5 and head north to catch up with your tour guides.

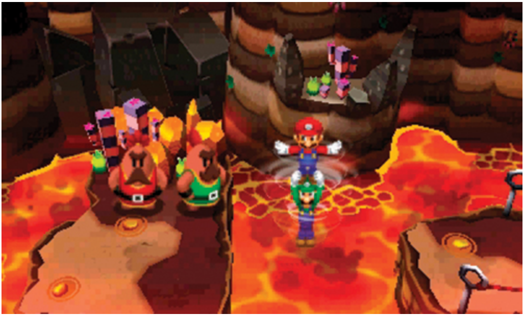
⑦ Upper Bike Gondola



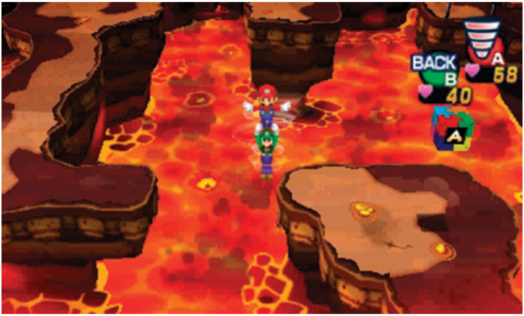


While exploring this area, you come across a new, but somewhat familiar, enemy—Flibbee R. This blue enemy performs much like the yellow Flibbee you encountered in Mushrise Park. When the Flibbee R is on the ground, use Hammer attacks—don't jump on him unless the spike on his head is facing downward. After the battle, climb the series of ledges to the east to reach another bike gondola. You know what to do. Ride the bike gondola to the plateau on the west side and exit.

⑧ Southeast Lava Field

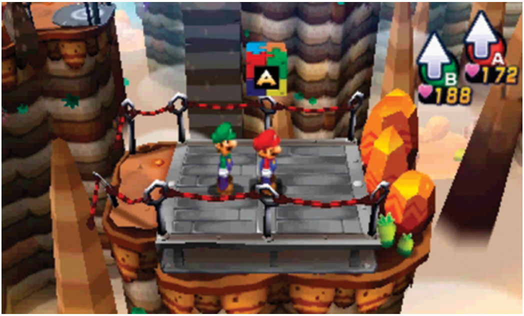


Big Massif and Li’l Massif are waiting here, in this expansive lava field—you’ll need their help to get across. The Massifs demonstrate their method for leaping great distances by using the Spin Jump. To perform a Spin Jump of your own, press R twice, until the new Spin Jump ability is selected, shown in the upper right corner. Next, initiate a Spin Jump by pressing Ⓐ, so Mario hops on Luigi’s shoulders. Finally, press Ⓐ again to initiate the Spin Jump. During the Spin Jump, Mario and Luigi hover just above the ground, like a helicopter. While airborne, use the Circle Pad to move, flying toward the path to the west. Once you’ve landed, you can press L to reset the action icon back to Jump.



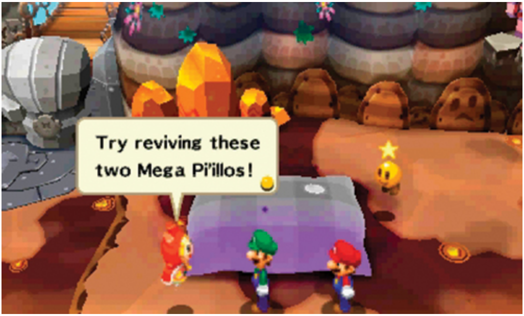
Now that you’ve unlocked the Spin Jump, navigating this lava field is easy. Follow Big Massif and Li’l Massif’s lead, Spin Jumping from one plateau to the next. When you make it to the large western plateau, move out toward the eastern-most ledge and Spin Jump toward the plateau in the center of the lava field. Here you can find another Attack Piece. From the center plateau, head south, then Spin Jump to the next plateau in the southwest corner. From here, you can exit the lava field by taking the southern path.

Tip



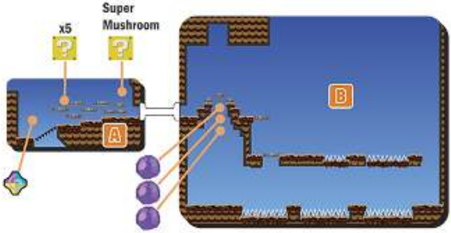
Now that you can perform the Spin Jump, consider back-tracking to area 4—using the Spin Jump you can now access the Attack Piece to the south.

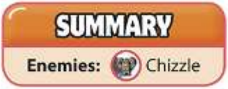
③ Mighty Gate



Cut through the upper-level of area 4 and return to area 3—Mario and Luigi enter on the upper east path. The Massifs are nowhere to be found, but Dreambert notices a massive pillow—this is a Mega Pi'illo. There's a second Mega Pi'illo located on the ledge to the west as well. Dreambert suggests reviving the Mega Pi'illos—perhaps they can assist in opening the Mighty Gate? Luigi gladly falls asleep on the Mega Pi'illo, prompting Mario to enter the dream world.

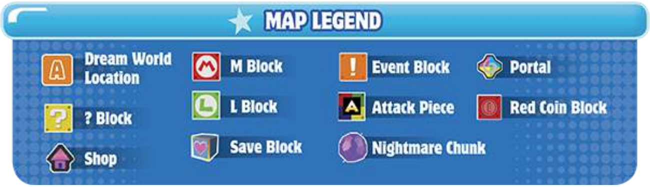
Dream World (A)





SUMMARY

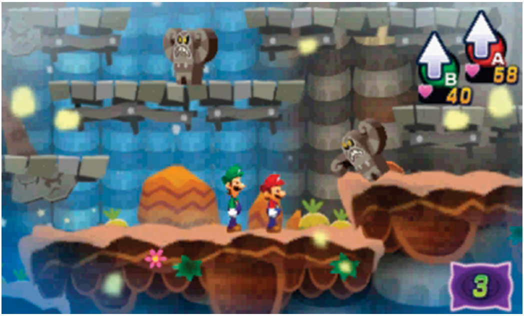
Enemies: Chizzle



MAP LEGEND

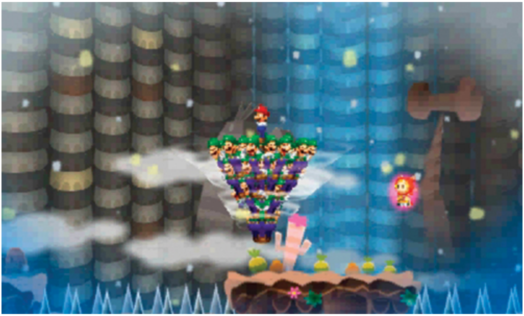
Dream World Location
? Block
Shop
M Block
L Block
Save Block
Event Block
Attack Piece
Nightmare Chunk
Portal
Red Coin Block

A

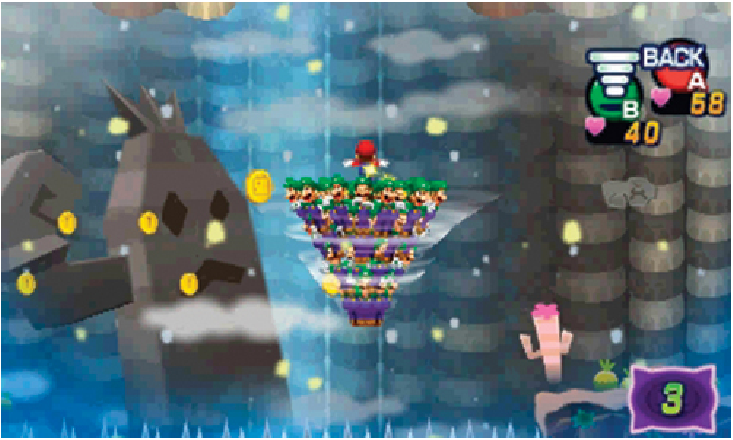


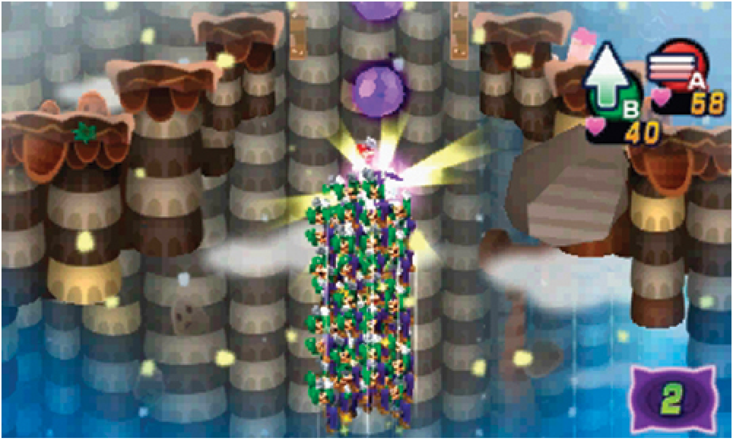
There are three nightmare chunks in this dream world that must be smashed to free the Mega Pi'illo. But there are no nightmare chunks in this particular area. Still take your time to explore—there's an M Block on the upper-level containing a Super Mushroom. This area is also occupied by several Chizzles—initiate battles with a pre-emptive Jump attack. When the area is clear of enemies and goodies, exit on the right.

B

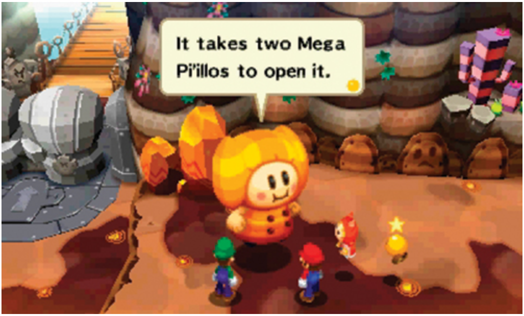


The three nightmare chunks imprisoning the Mega Pi'illo are located in this chamber. Work your way to the bottom-middle platform and initiate a Luiginary Stack. When prompted, press R to transform the Stack into a Luiginary Cone. While in Cone form, you can move with the Circle Pad and perform a Hover Spin by pressing Ⓑ. Give the Hover Spin a shot to fly over the spiked floor section. Press Ⓑ multiple times, while airborne, to extend the duration of the Hover Spin, allowing you to travel great distances.





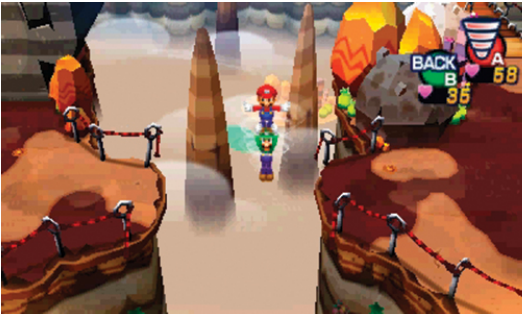
Using the Luiginary Cone and Hover Spins, descend to the lower-level and fly over the spiked floor while heading to the left. When you reach the area on the far left, transform the Cone into a Stack by pressing R . Move the Stack just beneath a coin, then initiate a Spring Jump—this not only adds a few coins to your collection, but it also smashes the three nightmare chunks, freeing the Mega Pi'illo!



It takes two Mega Pi'illos to open it.

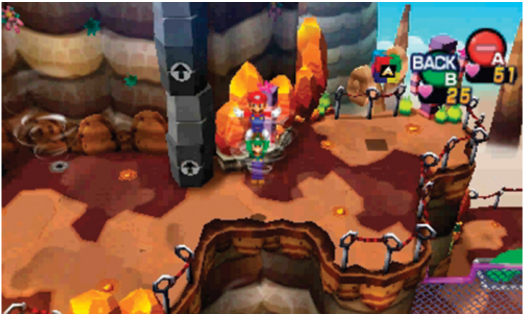
Back in the real world, the Mega Pi'illo is grateful for Mario and Luigi's assistance and is honored to meet Prince Dreambert. The Mega Pi'illo reports that opening the Mighty Gate is his job. However, he can't do it alone—two Mega Pi'illos are required to open the gate. It looks like you need to find a way to reach that other Mega Pi'illo to the west. Meanwhile, the Massifs are eager to resume the tour, exiting to the west. Drop down to the lower-level and then follow Big Massif and Li'l Massif's lead, exiting on the lower-west path.

⑨ Southwest Plateaus



Use the Spin Jump to cross the first gap you encounter here. Afterward, cross the wooden bridge and engage the Monolifts on the other side. Next, cross the gap to the east using the Spin Jump. Engage the Flibbee R on the other side, then exit by taking the bridge to the north—the rest of this area is inaccessible at this point.

⑩ Rising Air Cliffs

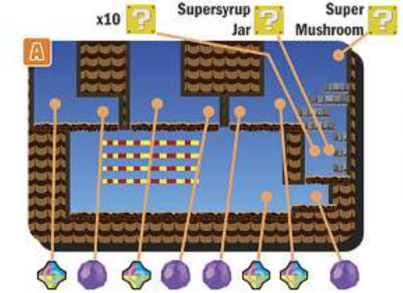


Here Big Massif and Li'l Massif demonstrate how to ascend this cliffside by using columns of rising air, called air currents. Follow their example, initiating a Spin Jump to ride the rising, whirlwind-like air current to reach the ledge above. Before following the Massifs any further, grab the Attack Block on this ledge. Next, exit on the west side to explore the adjoining area before resuming your tour.

⑪ Southwest Bluff

This small dead-end area offers a couple of ? Blocks containing coins, a Bros. Bean, and yet another pillow. You'll need to enter the dream world and rescue this Pi'illo (G) if you wish to attain the Attack Piece on the high bluff to the north. Entering this dream world is also instrumental in freeing the three other Pi'illos trapped here, making it a worthwhile detour.

Dream World (G)



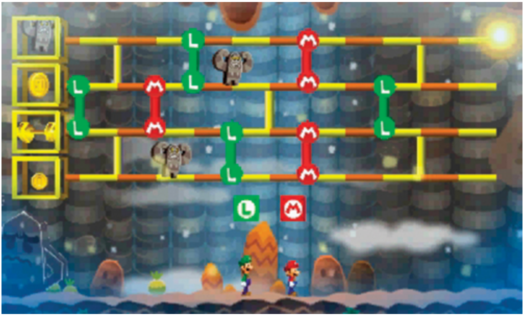
SUMMARY

Enemies: Chizzle

MAP LEGEND

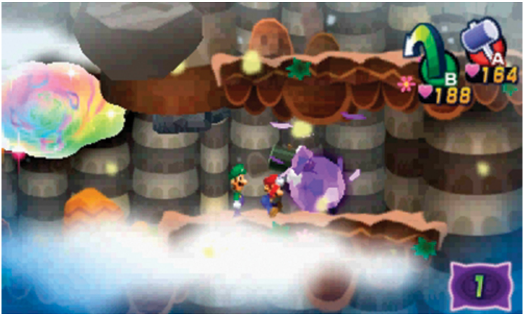
- Dream World Location
- ? Block
- Shop
- M Block
- L Block
- Save Block
- Event Block
- Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

A



Entering this dream world presents Mario and Dreamy Luigi with a unique challenge—strike the Event Block on the far left side to begin the challenge. Just above this room are a series of track-like bars, which a yellow pulse of energy travels along, moving from right to left. The pulse automatically switches tracks at each junction it encounters. The goal is to get the pulse into one of the four boxes on the left side. The boxes contain the following items: a small coin, 50 coins, a Chizzle, and a golden dumbbell. The pulse must reach the golden dumbbell to open the gates leading to this dream world's four nightmare chunks.

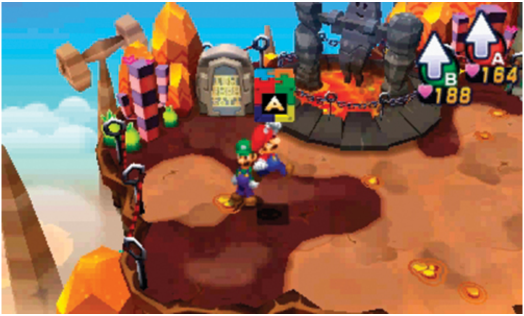
You can alter the path of the pulse by striking the M and L Blocks below. Each block is connected to a series of corresponding red and green junctions connecting the pieces of track—these junctions can be turned on or off. By striking these blocks, you can effectively guide the pulse through the course. By default, all junctions are active. Toggle them off and on by striking the M and L Blocks. The positions of the items in the boxes on the left are randomly moved, so each round is different. If the pulse hits the Chizzle in one of the boxes, the challenge is over—and you must do battle with the Chizzle. Hitting one of the Chizzles on the track simply ends the challenge.



Once the pulse reaches the golden dumbbell, the four fist-like gates in the room open, providing access to all four nightmare chunks. Move to the right side and smash the nearby nightmare chunk to free the Pi'illo and return to the real world.

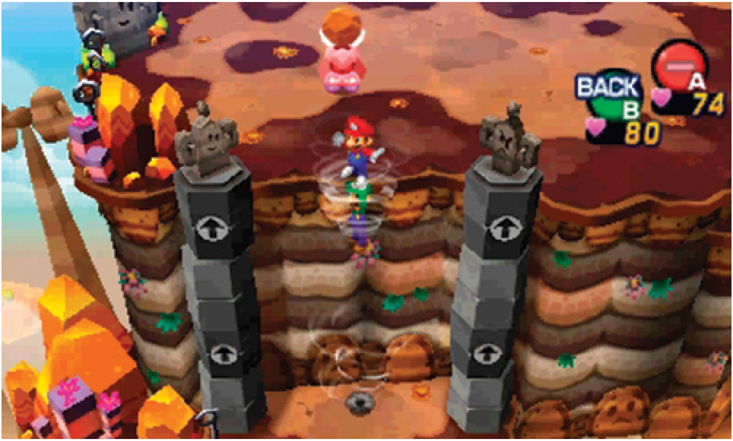
Note

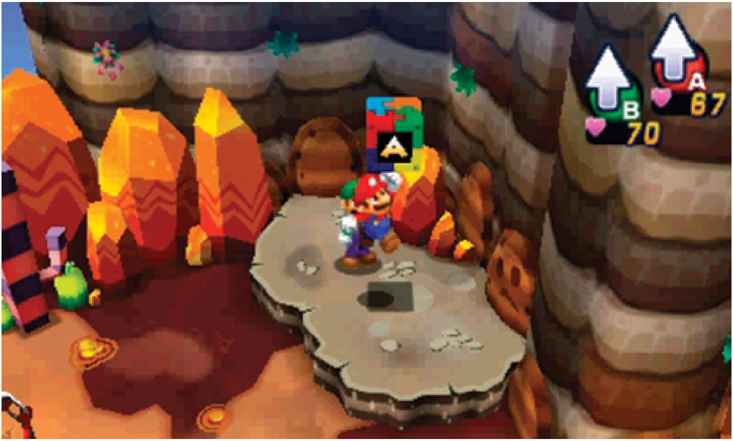
Now that the four gates are open, you can rescue the other three Pi'illos trapped inside this dream world. But you must enter the dream world through three different pillows located in areas 2, 5, and 6.



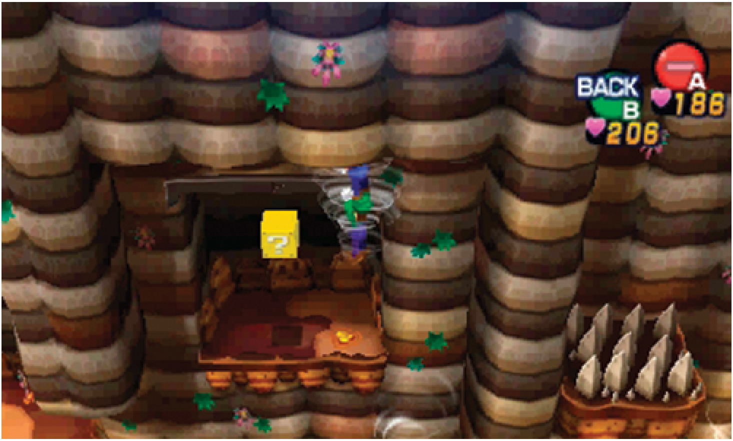
Back in the real world, you can now ask the rescued Pi'illo for a lift—simply ask for help and jump up to the high bluff to the north. Once there, you can finally collect the Attack Piece. Return to the lower-level, then exit to the east. Once back in area 10, use the air current and a Spin Jump to reach the northern path leading to area 12.

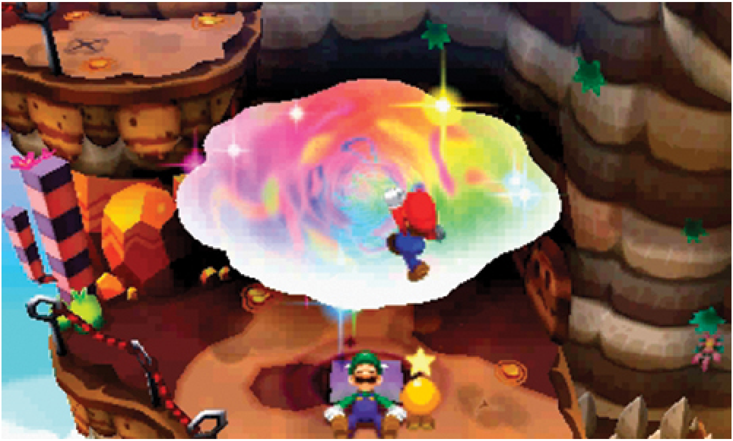
⑫ Western Face



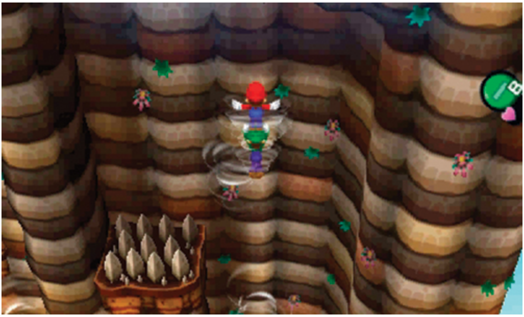


By the time Mario and Luigi reach this area, the Massifs have climbed all the way to the top of this steep face of the mountain. There's no need to rush, so take your time in making this tricky ascent. Before heading up, defeat the Flibbee R and Monolifts near the entrance to rack up some EXP. There's also a ? Block on the lower-level, containing a Super Nut. Next, head to the west side and look for the air current. Use a Spin Jump to ride the air current upward—be ready to face more angry Monolifts on the next ledge. Once the ledge is clear, search the west side for another Attack Piece.

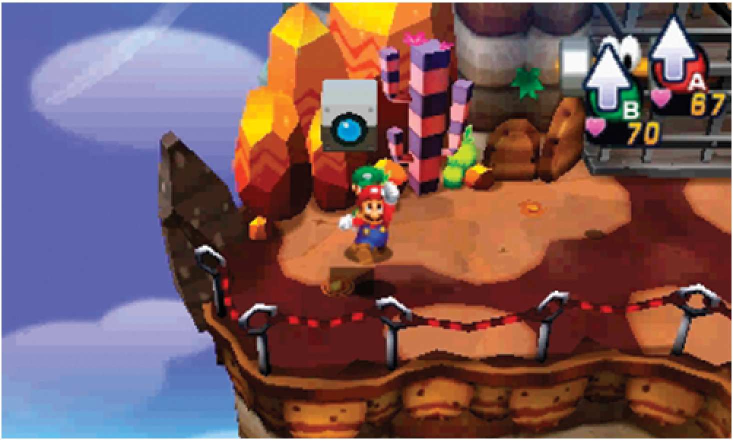


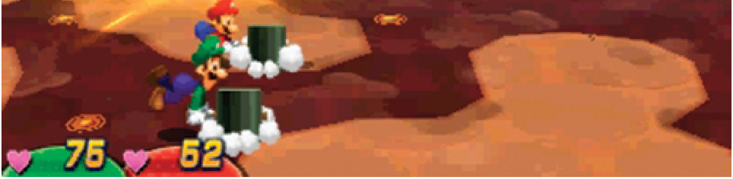


For the next stage of the ascent, you must travel along multiple air currents, some moving vertically and others moving horizontally. Instead of moving to the east side immediately, explore the western face of the cliff. There's an alcove here with a ? Block containing a Super Candy. There's also a pillow on a ledge to the far west—take a time out to rescue this Pi'illo (I). Continue upward along the far west side to gather a Supersyrup Jar (in a ? Block), as well as a Bros. Bean, and a Heart Bean.



When you're finished exploring the western side, return to the mid-level ledge and use Spin Jumps and the air currents to traverse the east side. Once again, travel along a series of vertical and horizontal air currents to work your way to the top—press Ⓐ to transition from one column of air to the next.





At the top, take a moment to look around before rendezvousing with the Massifs—Mount Pajamaja's Camera Block is located on the west side. Here you also encounter a new enemy—Grumbell. These large dumbbell-like foes aren't terribly tough, but be ready to counter with your hammers before they can smash Mario or Luigi. During your turn, Jump and Hammer attacks are adequate for defeating these enemies.

Note

The northern path and the northern-most ? Block here are currently inaccessible—you'll need the Ball Hop to reach these areas.

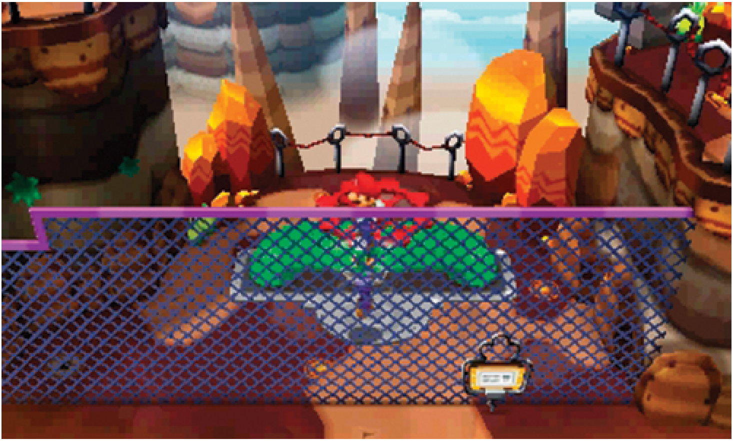
CANNONBEEF!

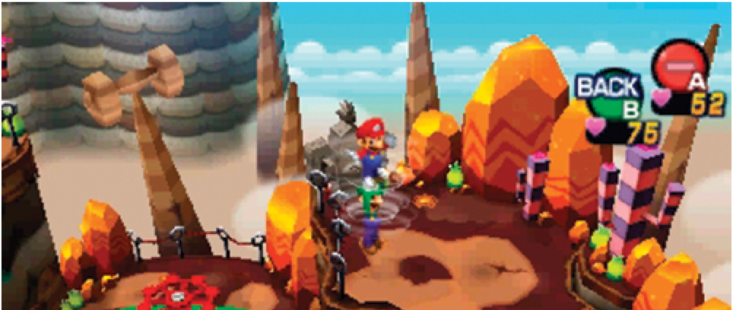
Catch up with Big Massif and Li'l Massif on the eastern ledge. For the next part of the tour, the Massifs require a demonstration of courage—by leaping off the side of the cliff! Luigi isn't thrilled at this idea, but Mario is able to convince him to tag along. When you're ready, follow the Massifs off the east side of the cliff.

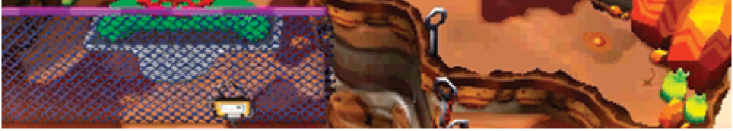
⑬ Freefall!

After jumping off the side of the cliff in area 12, Mario and Luigi simply fall all the way down through this area. You can use the Circle Pad to move left and right during the descent, but there's nothing here to collect.

⑩ Rising Air Cliffs

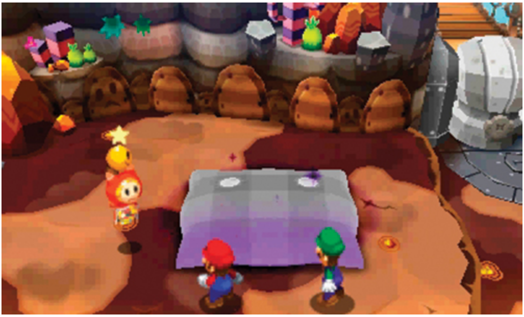






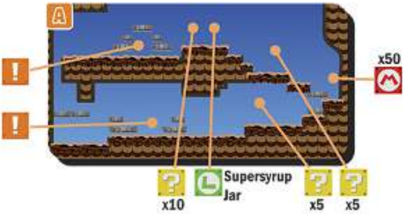
After the fall, Mario and Luigi find themselves embedded in the coil next to the large pipe and valve—jump up repeatedly to emerge from the ground. Meanwhile, Big Massif and Li'l Massif are on the cliff to the east. They offer a hint to get out of this fenced area—look for the valve. After imparting their subtle hint, the Massifs exit to the south. Stand just beneath the red valve and initiate a Spin Jump. This causes the valve to spin, activating two nearby air currents. Use the air current to the west to Spin Jump your way out of this fenced area. Next, use the new air current to the east to reach the upper-level cliff, where the Massifs stood. Cross the wooden bridge to the south to resume the tour.

⑧ Mighty Gate



Cross a series of wooden bridges through area 9 and return to the Mighty Gate. Upon entering this area, cross another bridge and strike an Event Block on the east side—this activates a lift on the lower-level, making it easy to return to this area without back-tracking all the way to area 10. Finally, approach the second Mega Pi'illo and prepare to enter the dream world.

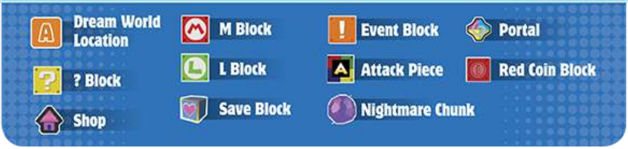
Dream World (B)



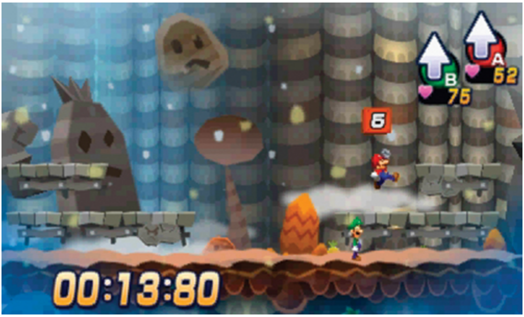
SUMMARY

Enemies: Chizzle

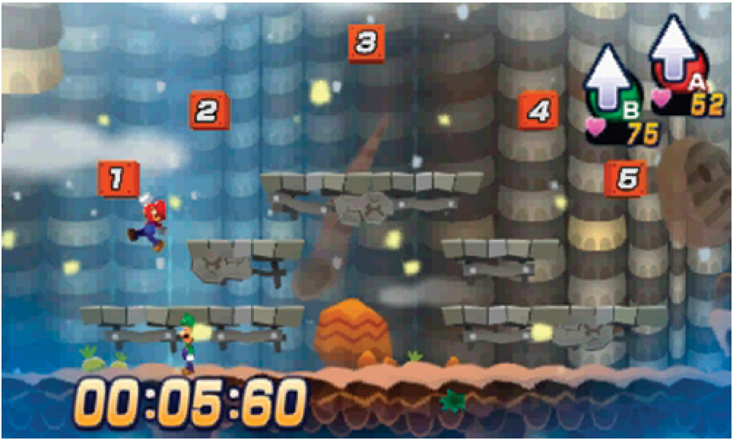
MAP LEGEND

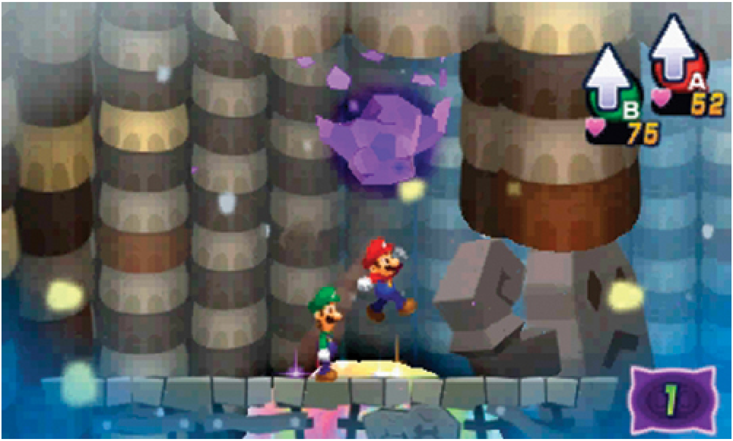


A



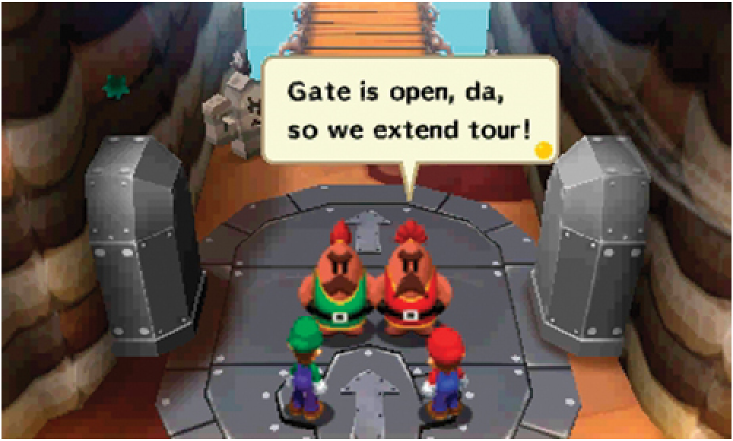
There is only one nightmare chunk in this dream world, but you'll need to work to reach it. Start by moving to the right. When Mario and Dreamy Luigi's path is blocked by a fist-like gate, look for the Event Block to the left. Upon striking the Event Block, a numbered Teleport Block appears as well as a 15 second timer. Each time you strike the Teleport Block, it disappears and reappears in a different location. In this sequence you must strike the Teleport Block five times within the time allotted to open the gate.





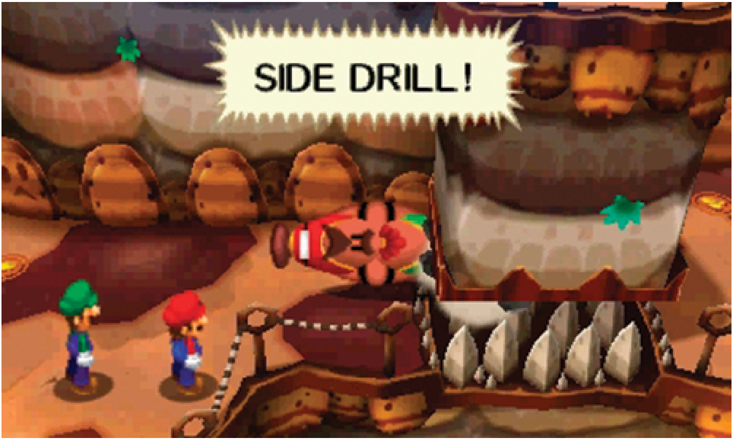
Continue to the right, past the open gate, and on to the upper-level. Hit the ? Blocks and M Block on the way up to score some coins—the L Block on the upper-level contains a Supersyrup Jar. As you move to the left, another fist-like gate blocks your path. Once again, look for the Event Block to start another Teleport Block sequence. This time you have 18 seconds to strike the Teleport Block five times. But there's one catch—multiple Teleport Blocks appear. Strike only the ones that count down from five—hit the blocks in this order: 5, 4, 3, 2, 1. Striking an incorrect block ends the challenge, requiring you to restart by hitting the Event Block. But once the challenge is completed, the gate to the left rises, finally providing access to the nightmare chunk. Jump up repeatedly to break the nightmare chunk and free the second Mega Pi'illo.

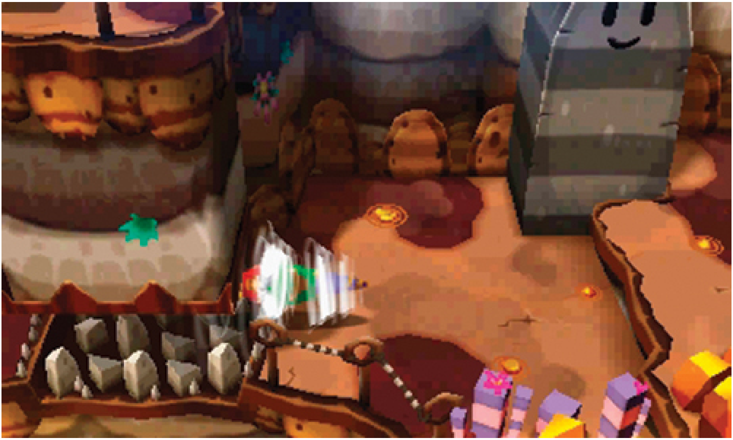
♪MEGA MEGA PHIL LOWE♪



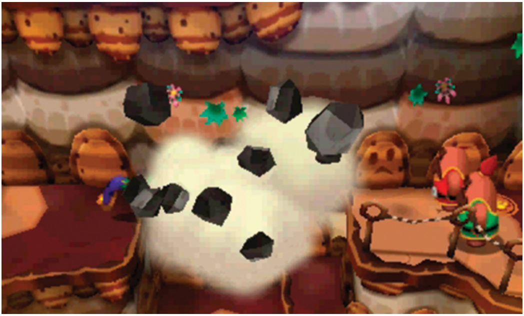
Back in the real world, the Mega Pi'illo is happy to finally be awake and greets his colleague on the other side. Together they perform a childish dance before leaping high into the air. On the way down they both land on the Mighty Gate, smashing it to bits. Big Massif and Li'l Massif respond to the sound of the gate getting smashed and are immediately enamored by the Mega Pi'illos' muscle-bound abilities. Now, that the path to the north is finally open, the Massifs agree to extend their tour of Mount Pajamaja. However, the areas ahead are unknown, even to these beefy tour guides. Before following the Massifs to the north, consider saving your game at the Save Block to the south.

⑭ Side Drill Cliffs



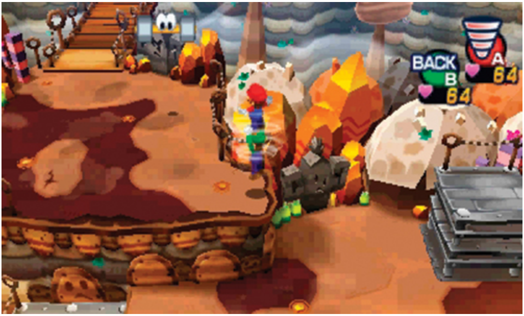


Your path appears to be blocked as you enter this area. But just as Mario and Luigi are about to turn back, Big Massif and Li'l Massif scale down the cliff to assist. By using the Side Drill, you can pass through the narrow crevice to the east. This works similar to the Spin Jump—press R twice to change the icon to the Side Drill, then move in front of the crevice to the east. Press Ⓑ to initiate the Side Drill through the crevice. This maneuver comes in handy for fitting through small holes and gaps.



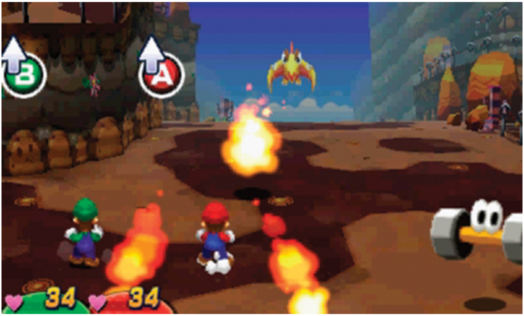
Side Drill through the next crevice along the path, then catch up with the Massifs on the next ledge. Here they demonstrate how to use the Side Drill to break through rocks—give it a shot. Continue using the Side Drill move to traverse this ledge. On the upper-level, Side Drill through another rock, then Side Drill through a crevice to reach the path exiting to the north.

⑮ Central Lava Field (West)



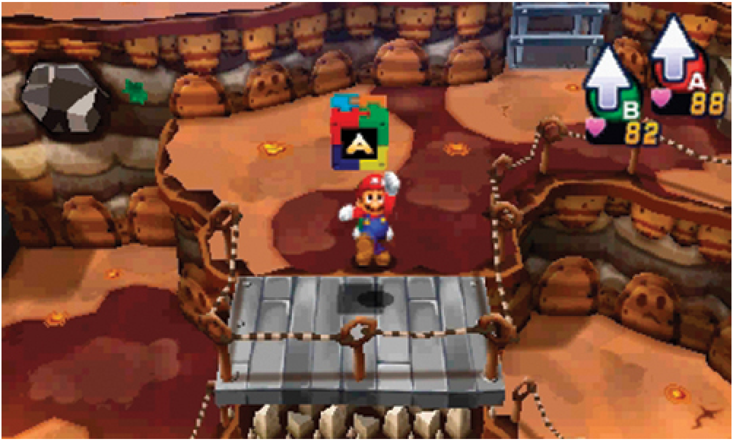
Side Drill through the rock in your path here, then jump up to the nearby ledge to engage some Grumbells. Be sure to strike the Bros. Block to the northeast, then climb on the metal platform nearby. From the metal platform, Spin Jump to the ledge on the west side. From here you can access the wooden bridge exiting to the north.

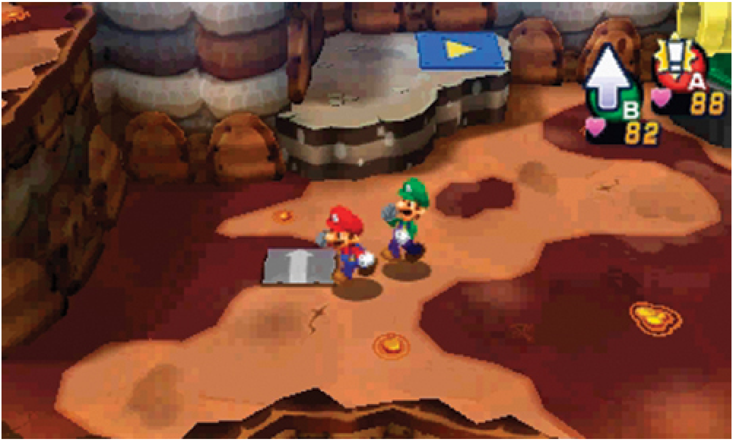
Caution



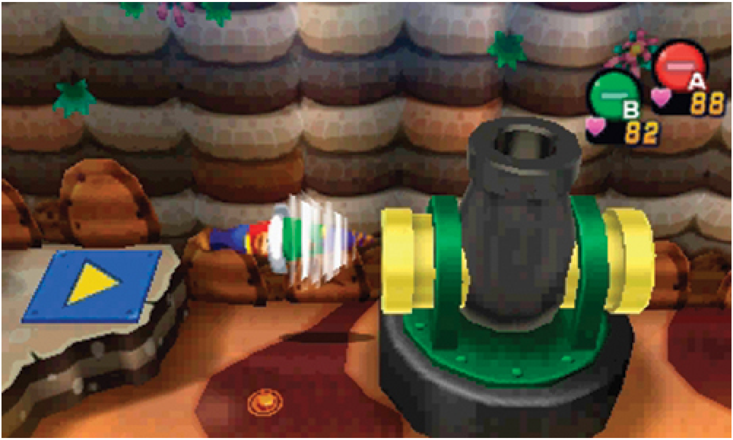
While battling the Grumbells here, you have a chance of encountering a Pi'illodactyl. These winged enemies only attack from the background—until you hit them with a Taunt Ball. When attacking from the background, the Pi'illodactyl will shoot flames at Mario and Luigi. Pay attention to the creature's legs—if the right leg is raised, Mario will be attacked. If the left leg is raised, Luigi will be attacked. You can jump over the incoming fire, but continue jumping as the red, scorched ground beneath Mario and Luigi cools. If you prefer fighting the Pi'illodactyl directly, hit him with a Taunt Ball. This will make the Pi'illodactyl (and other background enemies) come to the foreground where they can be engaged with attacks. When the Pi'illodactyl moves to the foreground, he crushes all other enemies, and becomes the only enemy Mario and Luigi face for the duration of the battle. However, the Pi'illodactyl is much stronger than the Grumbells, so hit him hard, preferably with Bros. Attacks. If you choose not to engage the Pi'illodactyl with a Taunt Ball, he will fly away on his own once the foreground enemies are defeated.

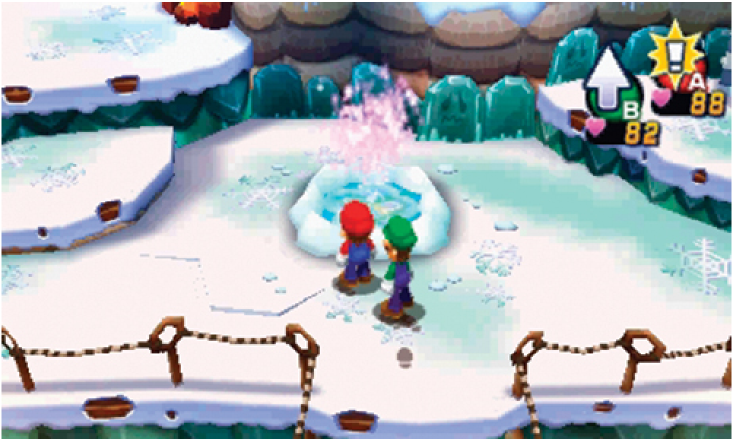
⑯ Cannon Pipe Bluff





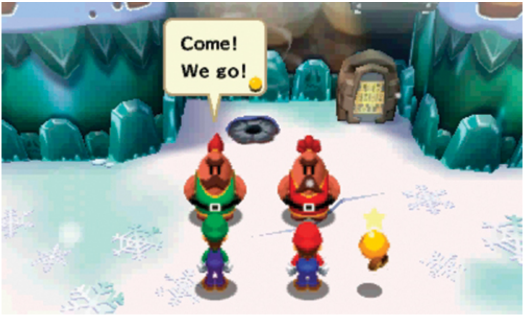
Watch out for the Grumbells and Monolifts here while exploring. Upon entering, Side Drill through the crevice to the east to reach a small area with a ? Block containing a 1-Up Deluxe, back-track through the crevice, and ascend the ramp to reach the first ledge. Defeat the Monolifts here, then Side Drill through the rock to the east—just above the metal platform to the south is another Attack Piece. Ascend to the next ledge and head west—ignore the Cannon Pipe for now and approach the pillow on the ground. Take a moment to rescue this Pi'illo (K) before continuing the climb.





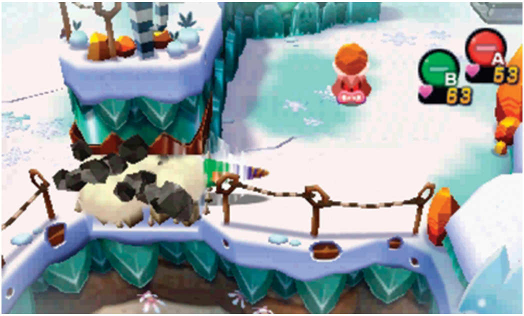
After rescuing the Pi'illo, approach the Cannon Pipe. Stand on either of the blue panels on the west or east sides of the Cannon Pipe and perform a Side Drill into the pipe. Mario and Luigi are automatically launched skyward, landing on a snow-covered ledge a short distance from Big Massif and Li'l Massif. They advise Mario and Luigi to drink from the nearby fountain before exiting to the north. Interact with the fountain and see what happens—Mario and Luigi's HP and BP are fully restored following the experience. Before exiting this area, scour nearby for a Speed Bean.

⑰ Summit Gate



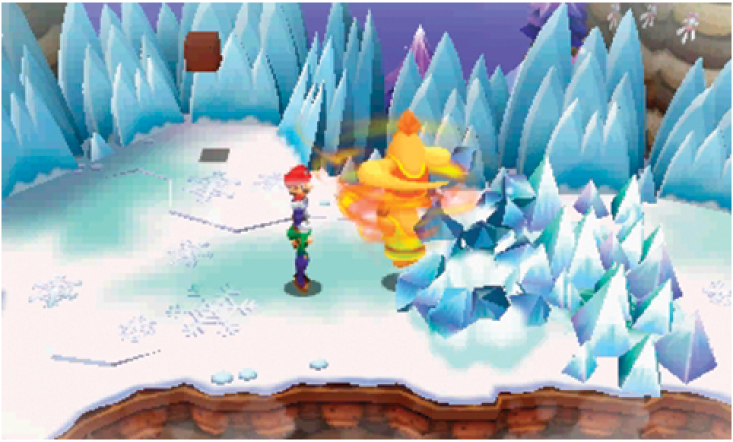
Another gate and two Mega Pi'illos await atop this steep cliff. But the path to the top is treacherous, requiring Mario and Luigi to traverse a series of switchback trails zig-zagging east and west along the face of the mountain. Following a brief motivational speech by the Massifs, save your game at the nearby Save Block. You can't use the air current to Spin Jump upward due to the large rock above. You'll need to find another way around, so follow Big Massif and Li'l Massif to the east.

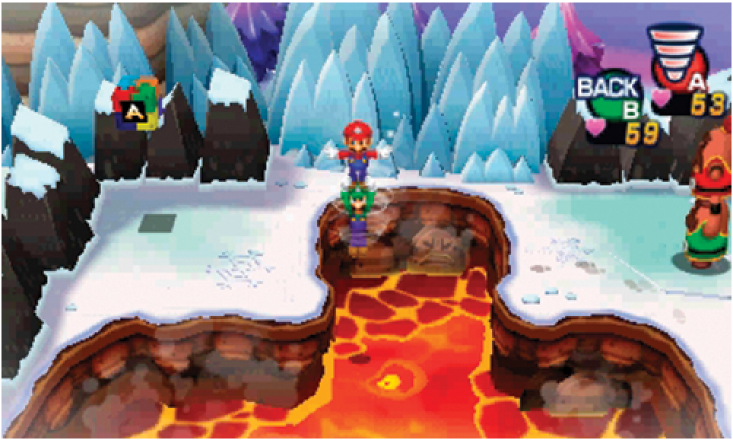
⑱ Northeast Ledges



There are a series of ledges here, all connecting back to area 17. Battle the Grumbells on the lower-level of this area, and then Side Drill through the crevice to the east, defeating the Monolifts on the other side. There's nothing more you can do here for now, so exit to the east.

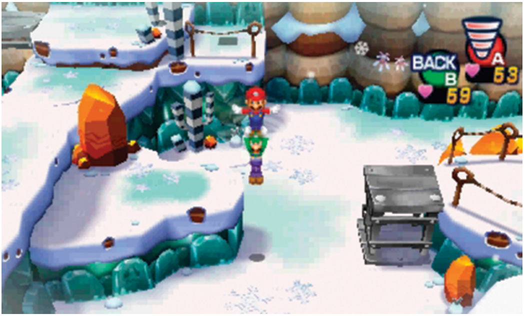
⑲ Northeast Lava Field





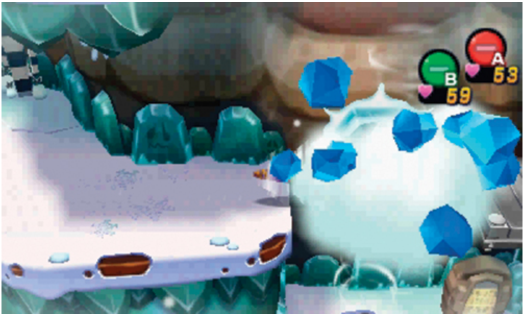
Catch up with the Massifs here—they need Mario and Luigi's assistance to clear a path through the ice. When Big Massif hops atop Li'l Massif, initiate a Spin Jump and make contact with the Massifs, sending them crashing through the ice to the east—you must strike the Massifs from the left to send them flying in the proper direction. Continue using Spin Jumps to assist the Massifs in clearing a path through this area. When you reach the far east side, clear a path to the north so you can grab the Attack Piece—you'll need to perform a Spin Jump to reach it. Once the Attack Piece is obtained, send the Massifs flying south and then west to clear out all the ice. On the west side, use your hammer to strike a red switch, lowering the nearby bridge. Cross the bridge when you're ready to exit.

⑱ Northeast Ledges



Upon the return to this area, you can now access the mid-level path—step onto the metal platform and Spin Jump to the west. On the other side, strike the Event Block to the north to make a yellow lift appear—you can use this lift to reach the mid-level path, should you fall or approach from the west. There's also a ? Block to the south, containing a Secret Box. When you're finished exploring, exit along the mid-level path to the west.

⑰ Summit Gate

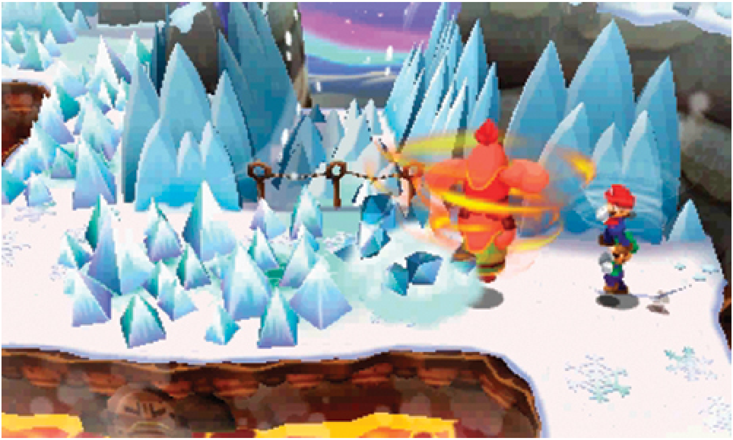


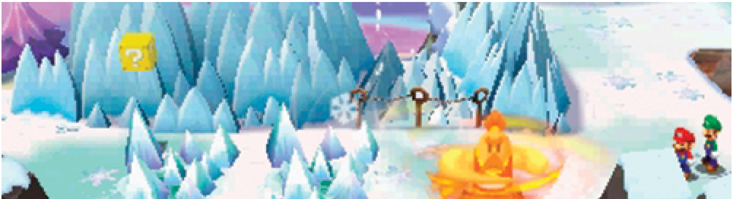
Mario and Luigi return to this area on the bottom ledge. You can now destroy that icy rock just above the air current to the west—Side Drill your way through the rock, then exit on the west side.

⑳ Northwest Ledges

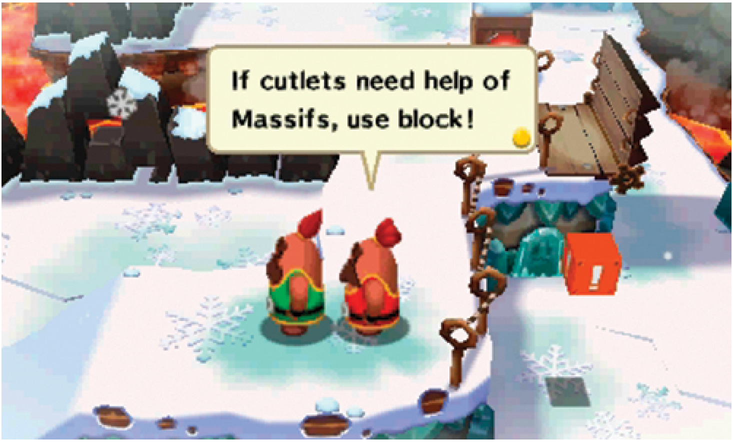
Like the ledges to the east, there are three paths connecting back to area 17 here. Eventually, you need to find a way to reach the top. But for now, battle the Monolifts and Grumbells and then exit to the west.

㉑ Northwest Lava Field

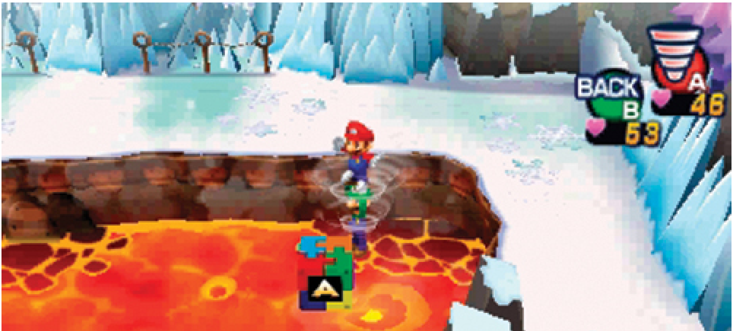




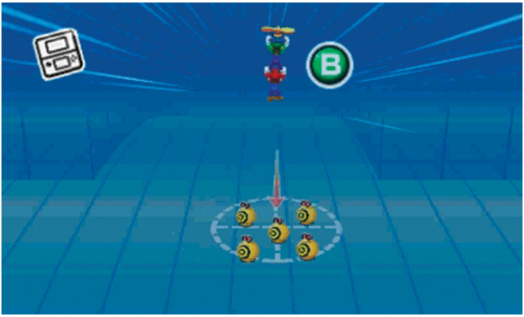
Like the lava field to the east, assist Big Massif and Li'l Massif in clearing the ice from the paths here—use Spin Jumps to send the Massifs flying through the icy chunks. But this time, a north wind presents a bit of a challenge. The wind can blow the Massifs (as well as Mario and Luigi) off course while performing a Spin Jump. At the first encounter with the wind, wait for the wind to stop blowing before sending the Massifs flying through the ice chunks ahead. But the wind isn't always a bad thing. On the west side you must wait for the wind to pick up to send the Massifs flying south.



If cutlets need help of Massifs, use block!

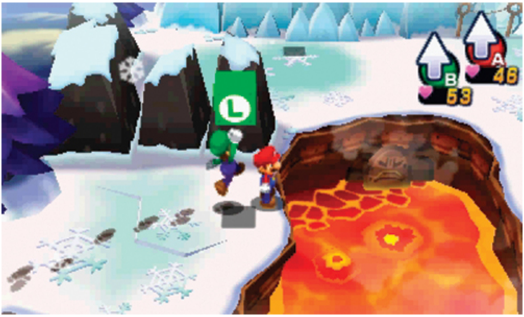


Once you've cleared a path to the bridge on the east, the Massifs prepare to exit. But they leave behind an Event Block—strike the Event Block if you need the Massifs to return. Also, remember to hit the red switch next to the bridge with your hammer. But before exiting, consider striking that Event Block, as there are probably portions of this area you've left unexplored. At the very least, be sure to grab the final Attack Piece to the north, sitting on an isolated island. The Attack Piece can be obtained with a simple Spin Jump from the north—you don't need to use the wind.



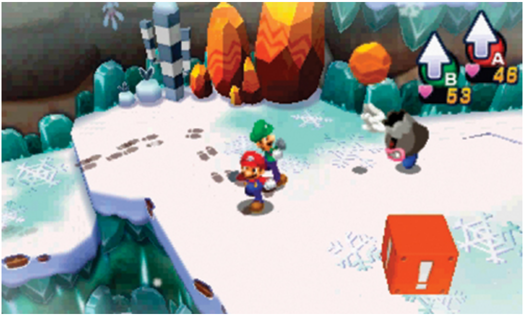
Collecting all the Attack Pieces on Mount Pajamaja unlocks Luigi's Dropchopper Bros. Attack. This simple aerial attack requires you to tilt the Nintendo 3DS to collect both brothers before unleashing a powerful overhead attack on your enemies. Take a moment to practice this attack before using it in battle. For best results, line up the crosshair with your intended target to ensure optimal damage. In addition to dealing damage to the target, a radial effect spreads outward, damaging all nearby enemies.

Tip



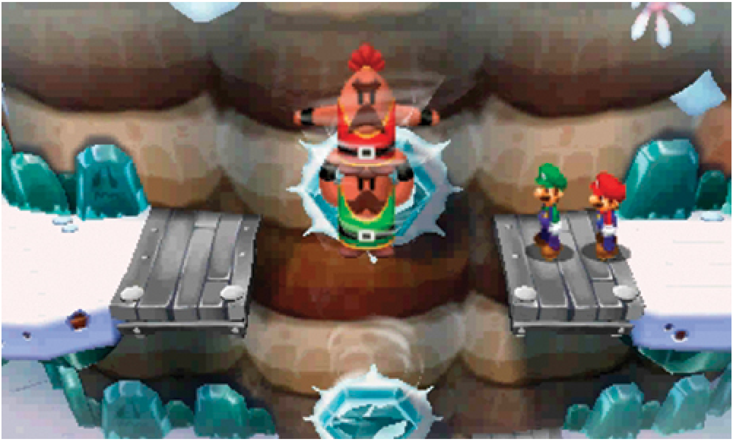
To reach the ? Block and L Block on the west side, you must have assistance from the Massifs to clear a path through the ice chunks. To reach the ? Block, wait for the wind to die down, then send the Massifs to the west. Once again, send the Massifs south using the wind, then spin them to the west, clearing a path to the L Block, containing a Knockout Hammer!

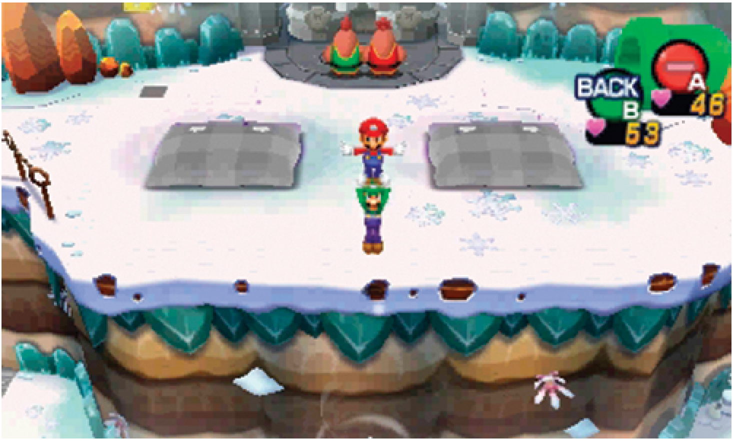
⑳ Northwest Ledges



After crossing the bridge in area 21, you return to this area on the middle ledge. Watch your step—if you fall, you must back-track through area 21. Fortunately, there's an Event Block here that places a yellow lift on the lower-level, allowing for transitions between the lower and middle ledges. After striking the Event Block, battle the Monolifts here, then exit to the east.

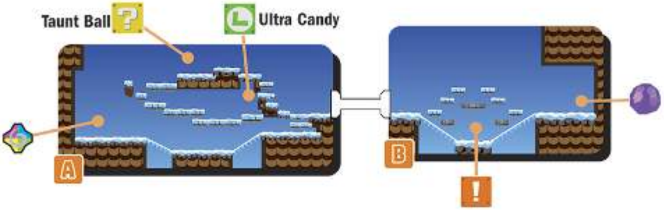
⑰ Summit Gate





Use the Side Drill to smash through the icy rock along this middle path, clearing a path for the Massifs below. Using the air current, the Massifs perform a Spin Jump to reach the top of this cliff. Before using the air current yourself, continue moving east, harvesting a Defense Bean from the upper path in area 18. Next, head back to area 17 and use a Spin Jump of your own to regroup with Big Massif and Li'l Massif, landing next to the Mega Pi'illos. Dreambert advises entering the Mega Pi'illo dream world on the east side first. Luigi quickly falls asleep on the Mega Pi'illo, giving Mario the opportunity to enter the dream world.

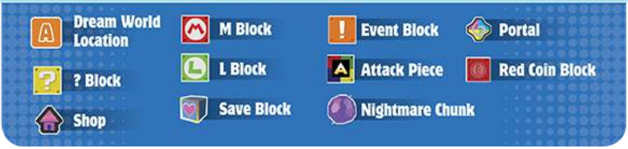
Dream World (D)



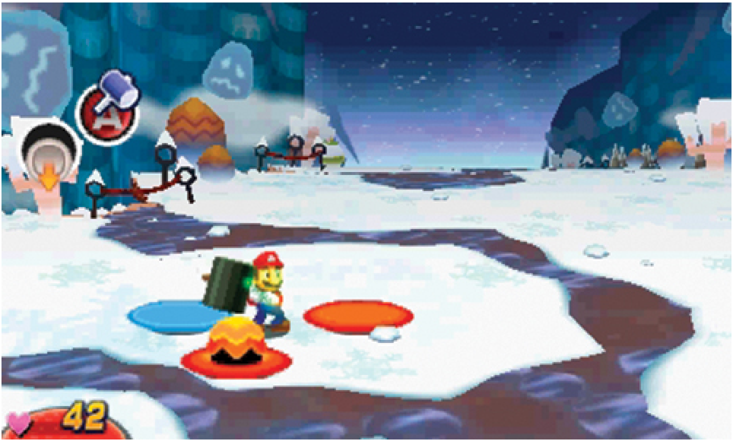
SUMMARY

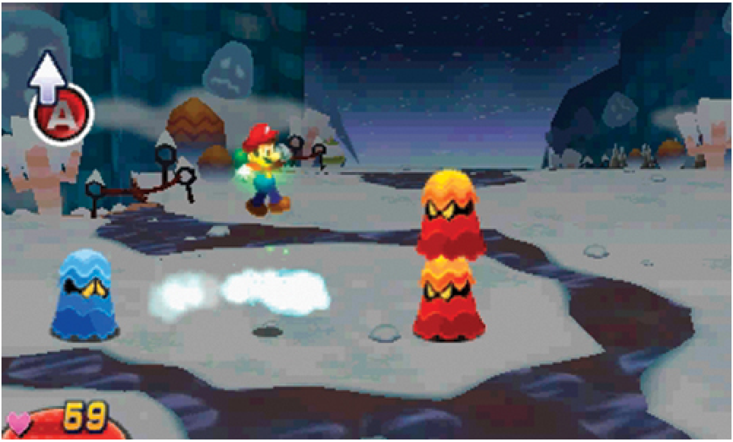
Enemies: Magmad/Icead

MAP LEGEND

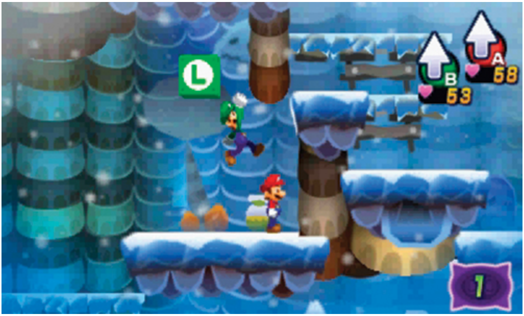


A



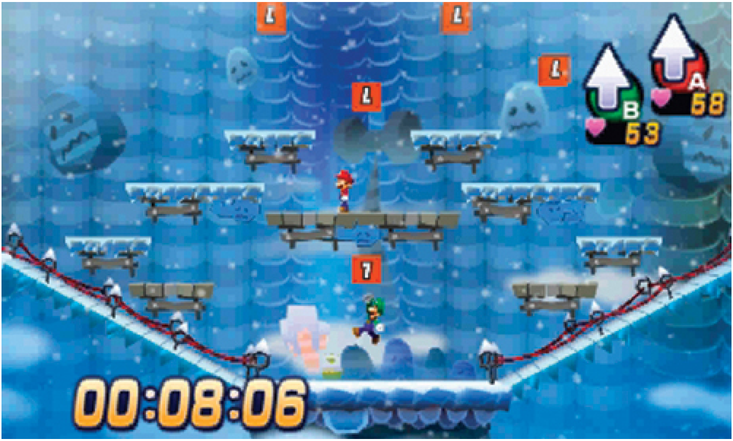


This dream world features icy terrain, causing Mario and Dreamy Luigi to slide along the slippery surface. This can make initiating a pre-emptive attack against the Magmad/Iceads difficult. For best results, wait for these enemies to approach, then strike them with your hammer to begin a battle. The orange Magmads and blue Iceads always appear together in battles. These enemies have two basic attacks. When they surround Mario as orange and blue pools, be ready to strike back with your hammer as their heads emerge. Look for the bubbles that appear within the pools to identify each incoming enemy right before they attack. When Mario is flanked by these enemies, be ready to jump over their fiery and icy blasts—as the blast misses Mario, it strikes the enemy on the other side, inflicting damage. But if a Magmad hits another Magmad, they gain HP; same if an Icead strikes an Icead. When you're not countering, score some damage of your own. Hammer attacks are most effective against these enemies—don't use Jump attacks against the Magmads.



Although this room doesn't house the nightmare chunk, take the time to fully explore this area, defeating all Magmad/Iceads along the way to gain EXP. A ? Block on the upper-level contains a Taunt Ball, and an L Block on the right contains Ultra Candy. When you're finished exploring, exit on the right side of the room.

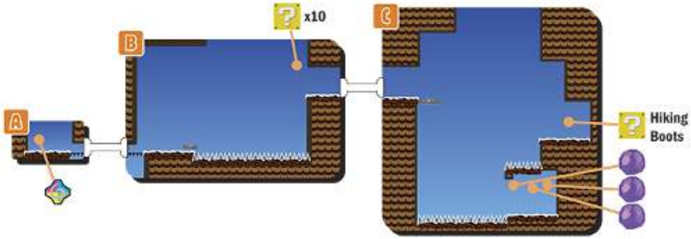
B



Sure! Alone, I'm like, nayyyyy. But wake my friend, and YAY!

The path to the nightmare chunk is blocked by a large fist-shaped stone gate. To open it, start by striking the Event Block in the center of the room. This triggers the appearance of a series of Teleport Blocks, giving you 30 seconds to complete the challenge. Strike the 5 Teleport Block first, followed by the 4, and so on. But note, some of the numbered blocks are upside down. Only strike the numbered Teleport Block, which is right side up. Once you've completed the challenge, the gate opens, allowing you to smash the nightmare chunk with your hammer and free the Mega Pi'illo. Now that one Mega Pi'illo is free, approach the next Mega Pi'illo and enter the dream world once again.

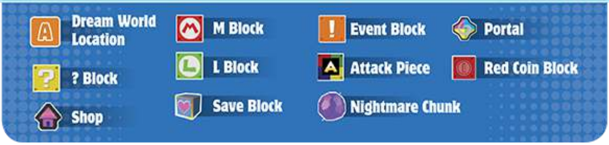
Dream World (C)



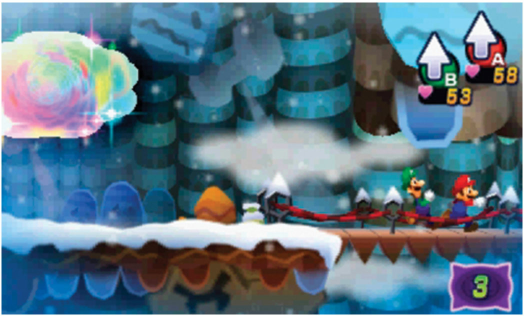
SUMMARY

Enemies: None

MAP LEGEND

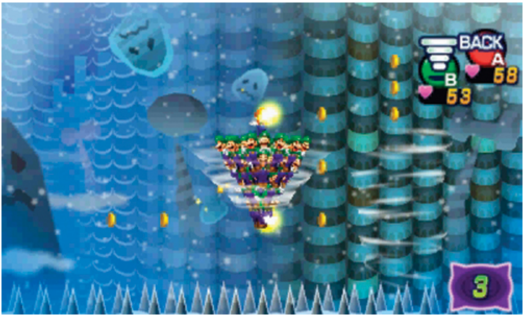


A



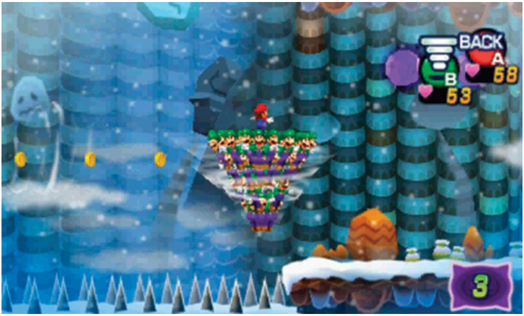
There are three nightmare chunks to track down and destroy in this dream world. However there is nothing in this room but the portal. So make haste and exit this room on the right side.

B

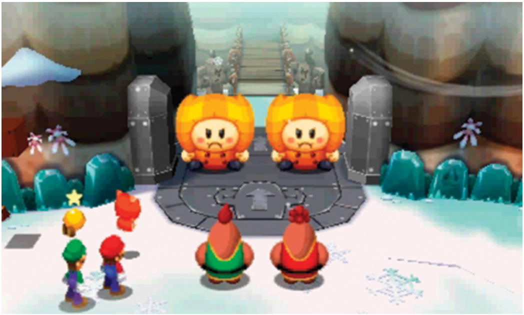


Here you must use the Luiginary Cone to cross the spike-covered floor. The air currents allow the Cone to stay aloft for longer periods, as well as attaining greater altitude. Gather coins along the way, then ascend to the ledge on the right side to exit, still in Cone form.

C



A series of horizontal air currents in this room allow the Luiginary Cone to make a zig-zag descent—simply follow the coins on your way down. Be sure to visit the ledge on the upper right to obtain Hiking Boots from the ? Block. Finally, make your way to the alcove in the bottom right and smash all three nightmare chunks to free the Mega Pi'illo.

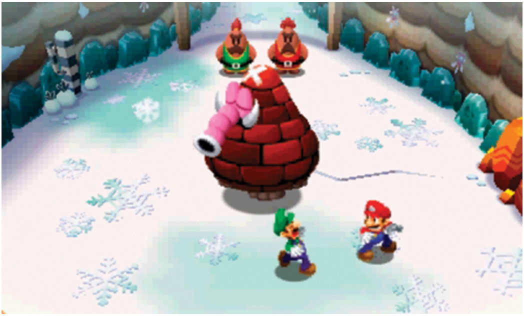


Back in the real world, the two Mega Pi'illos unite to smash the gate, clearing a path to Mount Pajamaja's summit. Big Massif and Li'l Massif can barely contain their excitement about being so close to the summit. Follow them to the north to begin the final ascent.

Tip

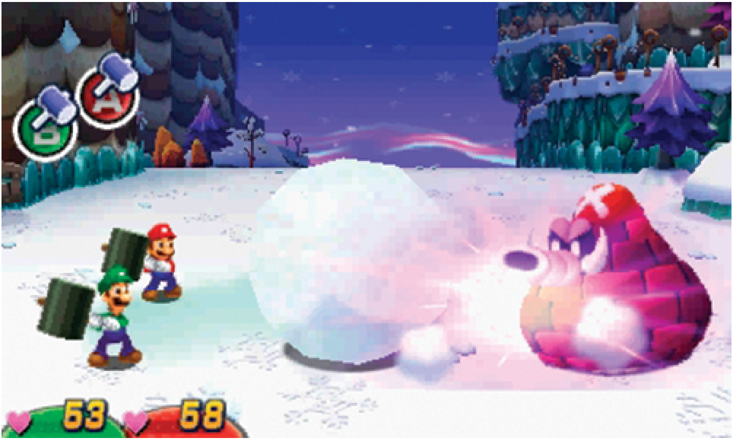
The green pipe to the west leads back to area 2. If you need to stock up on items and gear at the shop, consider heading back now—now is the perfect time for some Pi'l-latte. You can return by entering the green pipe in area 2. This pipe is a convenient shortcut between the base and top of the mountain.

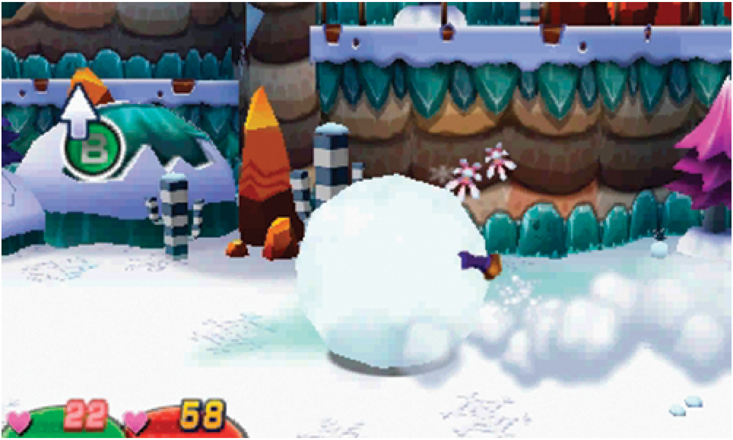
㉒ Mammoshka



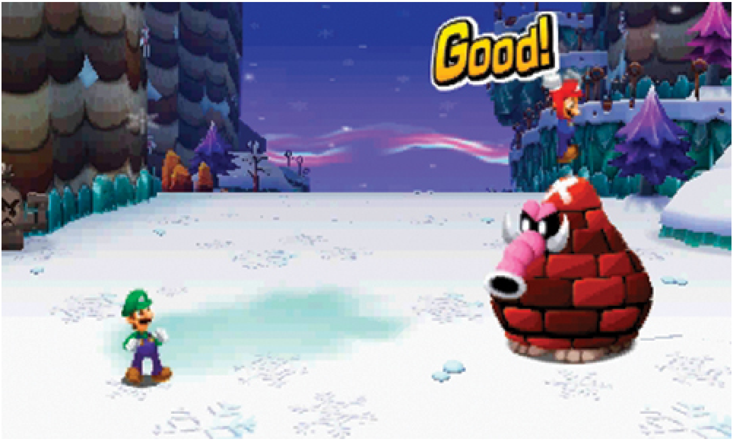
Take advantage of the Save Block here to save your game, then meet Big Massif and Li'l Massif to the north—they're preoccupied sneaking past a sleeping elephant-like creature, known as Mammoshka. Mammoshka is the legendary guardian of the mountain. Once the Massifs make it past Mammoshka, they urge Mario and Luigi to sneak past too. But as they move out, Luigi sneezes, causing Mammoshka to wake from his slumber. The Massifs unceremoniously race to the north, leaving Mario and Luigi to face Mammoshka on their own.

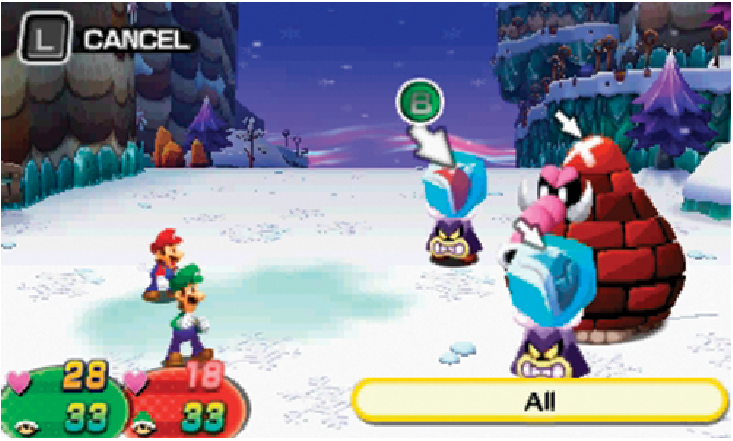
Mammoshka Battle





Mammoshka usually starts the battle by shoving a massive snowball toward Mario and Luigi—counter by striking it with your hammer. However, one counter is not enough. The snowball rebounds, bouncing toward the other brother—be ready to strike it again. If you're not fast enough, the snowball will encase one of the bothers, requiring you to press Ⓐ or Ⓑ to escape. A successful counter of the snowball causes it to shrink in size, lessening its damage upon impact. It takes two hits to destroy the snowball entirely.

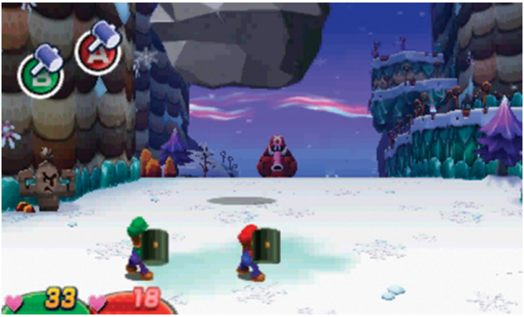




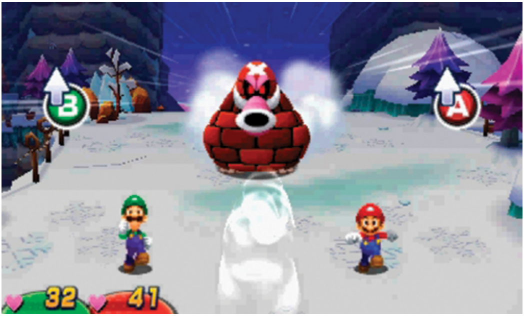
Make note of the white X on Mammoshka's head—this is his weak spot. You can score critical hits by striking this part of his head with Jump attacks—the Bye-Bye Cannon and Dropchopper Bros. Attacks are also very effective against this foe's weak spot. Mammoshka is soon joined by Block Monolifts. These enemies perform much like their Monolift counterparts, but carry around large ice chunks, containing helmets for Mammoshka. It's important to eliminate these enemies as quickly as possible, otherwise they'll supply Mammoshka with a helmet, covering the white X on his head. Use Luigi's Dropchopper Bros. Attack to target Mammoshka when the Block Monolifts arrive. The area of effect damage caused by this attack is enough to wipe out all the Block Monolifts while dealing significant damage to Mammoshka. The Block Monolifts only have 1 HP, so it doesn't take much to eliminate them.

Caution

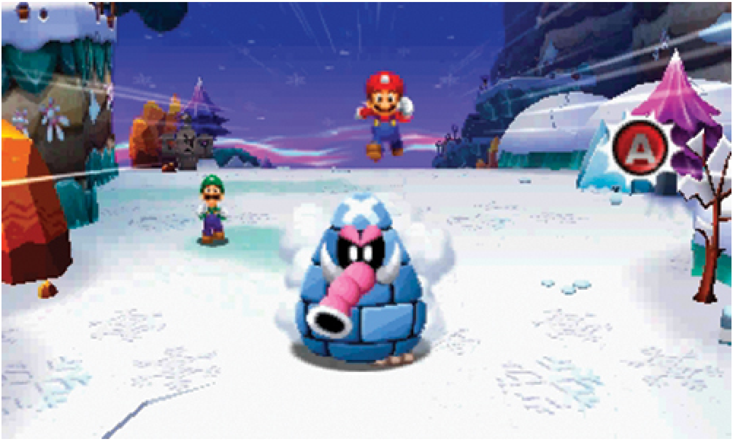
If Mammoshka is equipped with a spiky helmet, stop attacking from the air—you'll only damage yourself. Instead, rely on Hammer and other ground-based attacks to inflict damage. When attacked with the massive boulder, strike it back at Mammoshka to destroy the spiked helmet.

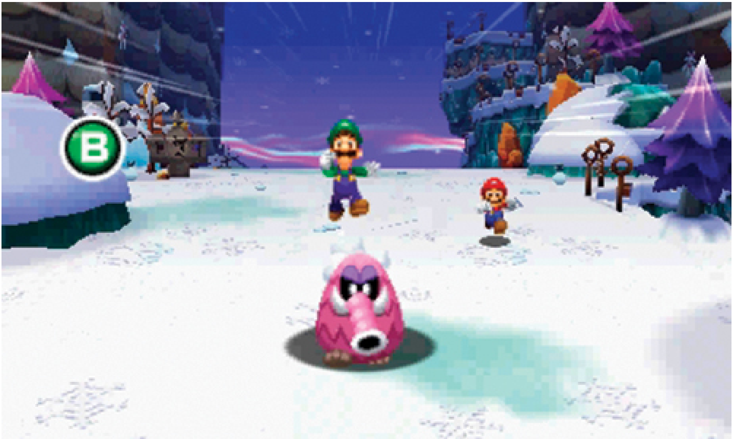


In one of Mammoshka's attacks, he moves to the background and dislodges a massive boulder from the mountain, hurling it toward Mario and Luigi. To counter, you must strike the boulder with your hammers, simultaneously pressing Ⓐ and Ⓑ at the right time. But like the snowball, it takes more than one hit to send it flying back at Mammoshka. So be ready to juggle the boulder overhead with simultaneous hammer strikes to successfully perform this counter, eventually causing the boulder to come crashing down on Mammoshka's tender head—this is the best way to destroy his helmet, if he's wearing one.



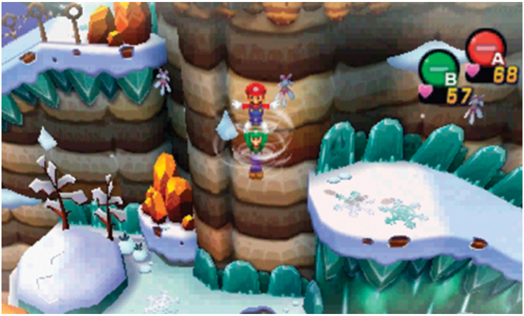
In another attack, Mammoshka comes charging at Mario and Luigi, prompting them to run away. During this sequence, press Ⓐ and Ⓑ to prevent Mario and Luigi from getting sucked up by Mammoshka's inhaling trunk. Leap over the incoming suction as Mammoshka pans to the left and right. If either brother gets sucked into Mammoshka's trunk, be ready to jump again—Mammoshka fires his victim like a bullet, requiring Mario or Luigi to jump to avoid getting struck. If you evade Mammoshka's suction attempts long enough, he'll give up.



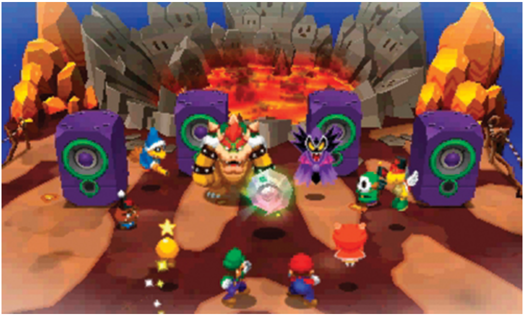


After inflicting enough damage, Mammoshka hops out of his outer red shell and begins running away from Mario and Luigi. The tables have turned during this chase. When prompted, press Ⓐ and Ⓑ to jump on Mammoshka's exposed weak spot. With each successful hit, Mammoshka sheds a new shell, becoming smaller and smaller. When the pink Mammoshka underneath is finally exposed, land one more successful jump to finish the battle. Defeating Mammoshka earns Mario and Luigi plenty of coins, EXP, and a pair of 1-Up Gloves. The path to the summit is now clear—head north to rendezvous with Big Massif and Li'l Massif.

㉓ Summit

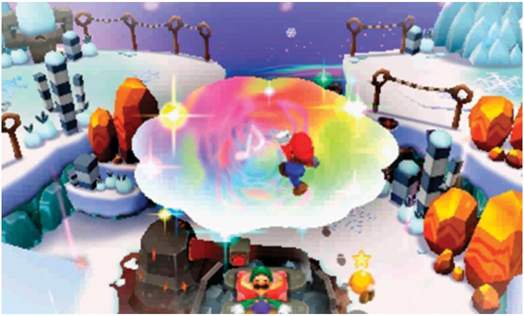


Upon arriving here, the Massifs report spotting some "very bad guys" above. Use the nearby air current and a Spin Jump to reach the top and have a look for yourself—you must initiate the Spin Jump from the nearby ledge above to catch the air current.

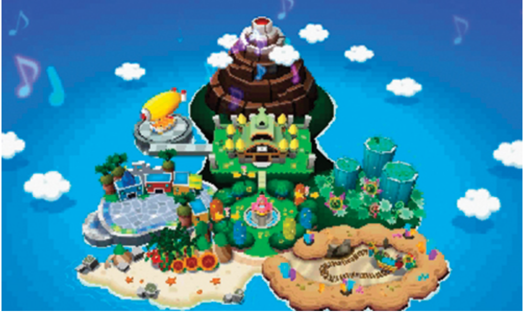


Just as the Massifs reported, Bowser and his minions, along with Antasma, have made it to the summit with the Dream Stone. Mario, Luigi, Starlow, and Dreambert arrive just as Bowser and Antasma are discussing their plans to rule the world. In an effort to halt these intruders, Private Goomp activates a set of speakers, broadcasting the Dreambeats. These beats make anyone who hears them fall asleep. Immediately overcome by fatigue, Mario and Luigi escape to the west.

㉔ Dreampoint

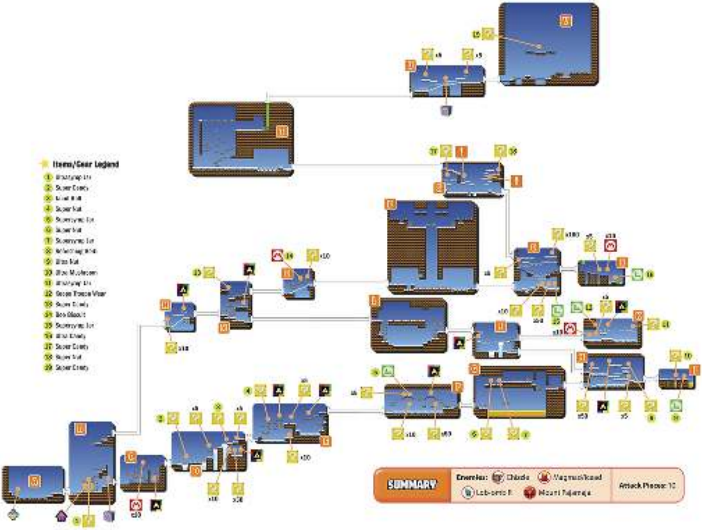


While trying to outrun the Dreambeats, Luigi loses consciousness and rolls down a series of ramps before landing here, fast asleep. Dreambert points out a nearby Dreampoint. He suggests leaving Luigi here, on the Dreampoint, while escaping into the dream world. The Dreambeats cannot enter the dream world. Starlow quickly nudges Luigi onto the Dreampoint allowing Mario to hop into the portal leading to the dream world.

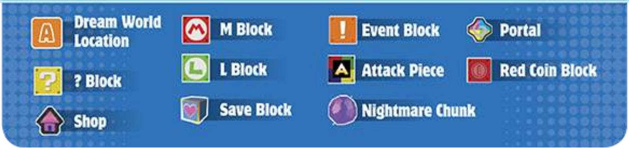


Meanwhile, the Dreambeats travel throughout Pi'illo Island, causing all inhabitants and tourists to fall asleep. As the island slumbers, Dream Orbs flow into the Dream Stone, serving as its source of energy. The more power the Dream Stone collects, the sooner it will be ready for use by Antasma and Bowser.

Dreamy Mount Pajamaja (E)



MAP LEGEND



A

Mario arrives in the dream world, successfully avoiding the Dreambeats. Dreambert senses they are safe in the dream world, but they must remain here until the Dreambeats have stopped. With Dreamy Luigi in tow, advance to the right side of the room. Suddenly, the ground begins to shake, causing the portal to disappear. Apparently the Dreambeats were too strong, causing Luigi to fall into a deep sleep. With no other way to return to the real world, Dreambert advises finding a way to restore the portal. With nothing left to do here, exit on the right side.

B

What an unexpected surprise to find Big Massif and Li'l Massif operating a shop here. Take a moment to restore your HP and BP with some refreshing Pi'l-latte, then browse the shop's item and gear inventory. For the most part, the items and gear here are the same as those offered by the Mount Pajamaja shop in the real world, back in area 2. But by now, you may have enough coins to afford items you couldn't earlier—if you have an extra equipment slot, the HP Scarf and BP Scarf are good values. Following your visit to the shop, strike the ? Block on the roof to obtain a Ultrasyrup Jar, then exit to the right, saving your game at the Save Block along the way.

Dreamy Mount Pajamaja Shop Inventory

Items

Merchandise	Coins
Super Mushroom	30
Super Nut	75
Supersyrup Jar	60
Refreshing Herb	30
Shock Bomb	50
Boo Biscuit	5
Mushroom	10
Nut	25
Syrup Jar	20
1-Up Mushroom	50

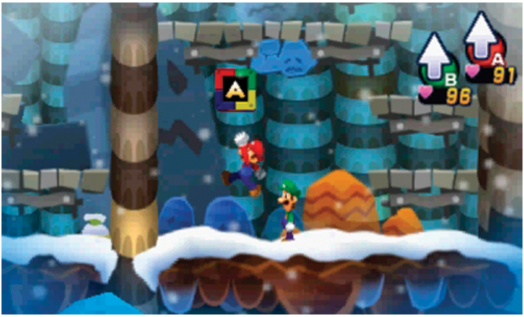
Gear

Merchandise	Coins
Super Boots	560
Heart Boots	670
Fighter Hammer	580
Super Hammer	560
Super Wear	420
Fighter Wear	420
EXP Bro Gloves	240
HP Scarf	1050
BP Scarf	1260

Note

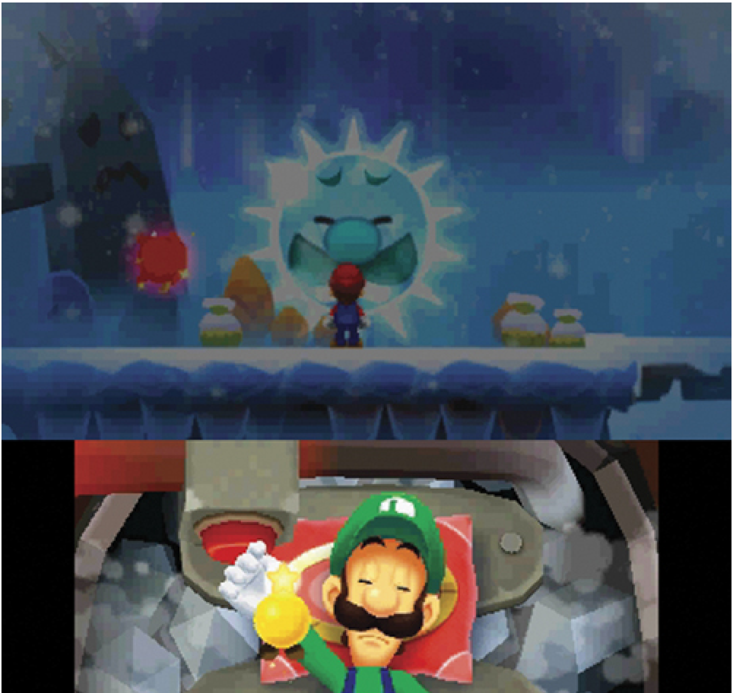
Don’t worry about reaching the high ledge on the upper right just yet. You can access that ledge later from area N.

C

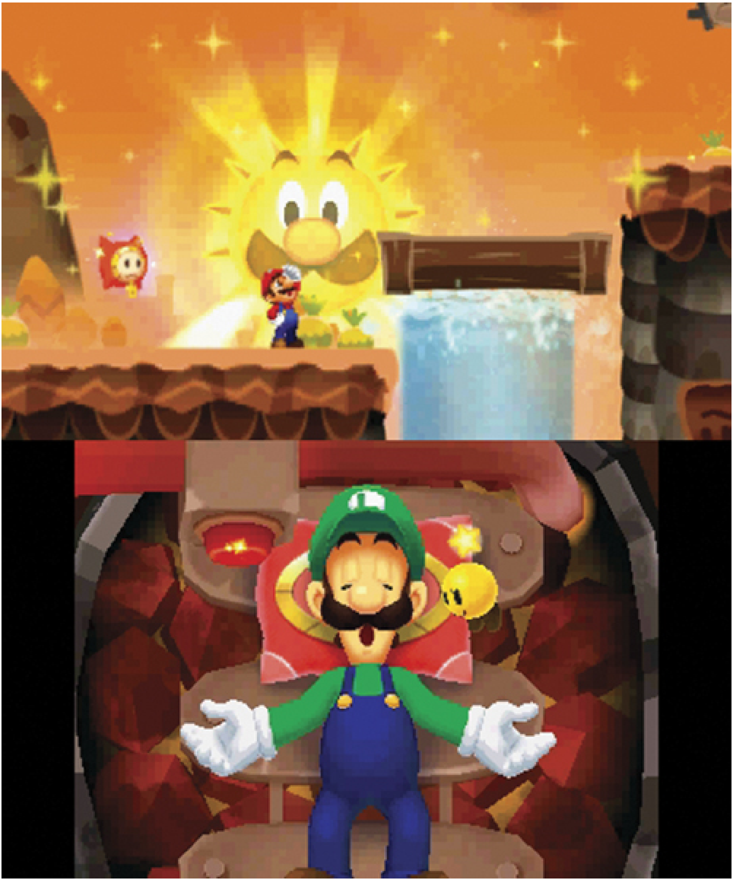


Battle the Magmad/Iceads and Chizzles here to gain some EXP, while working your way up the platforms and onto the right side of the room. Before exiting on the right, drop down to the bottom level and retrieve the first Attack Piece.

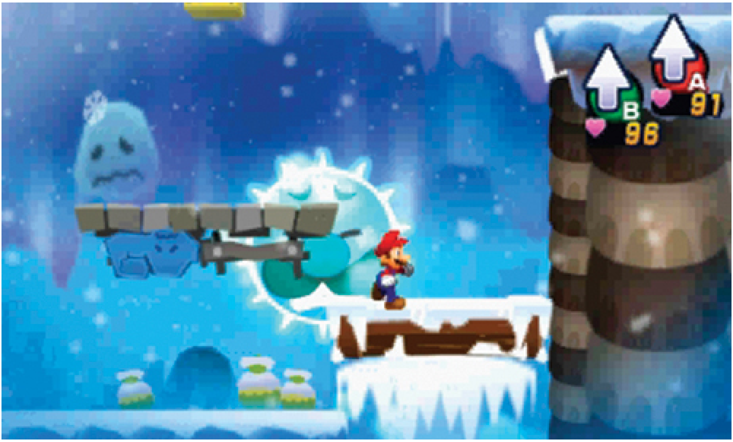
D

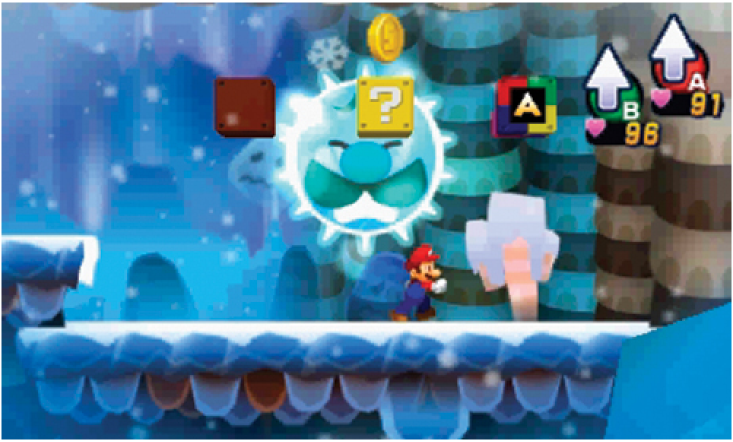


Try touching
the shiny areas!



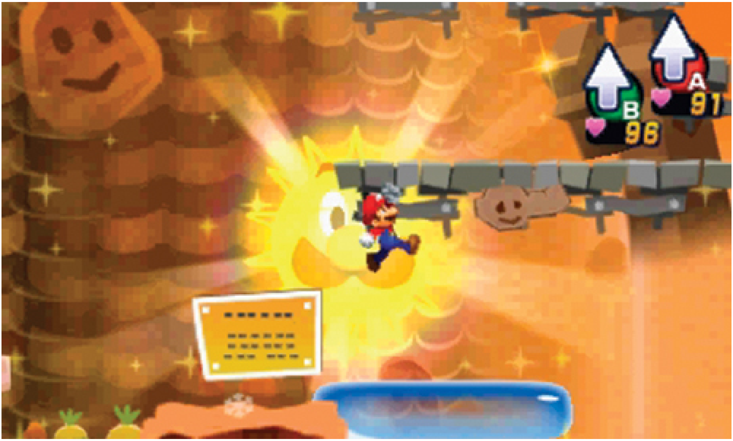
Behold, a new Luiginary Work, called Luiginary Ice! When this work is triggered, Luigi can be seen shivering in his sleep on the Touch Screen. Touch the red button on the upper-left side of the Touch Screen to alter the climate in the dream world, turning it from icy to warm. This causes the nearby frozen pillar in the dream world to melt, creating a Geyser Platform. But this isn’t an elevator-like object—jumping on it causes the platform to fall. Touching the red button again freezes the dream world, causing the Geyser Platform to turn back into a frozen pillar—with careful timing, you can freeze Geyser Platforms to forge frozen step-like terrain.

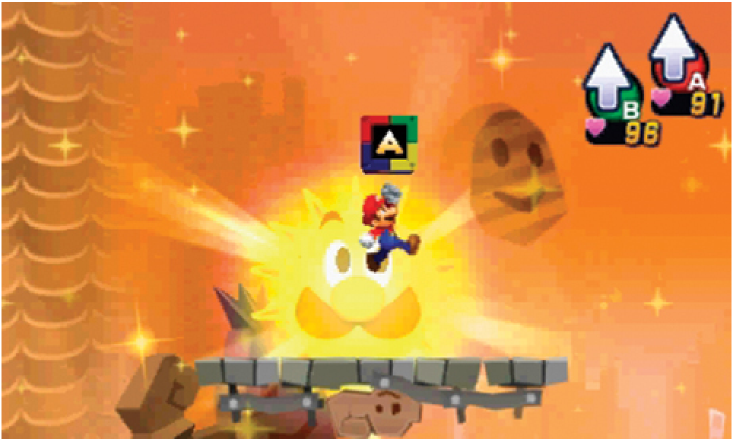




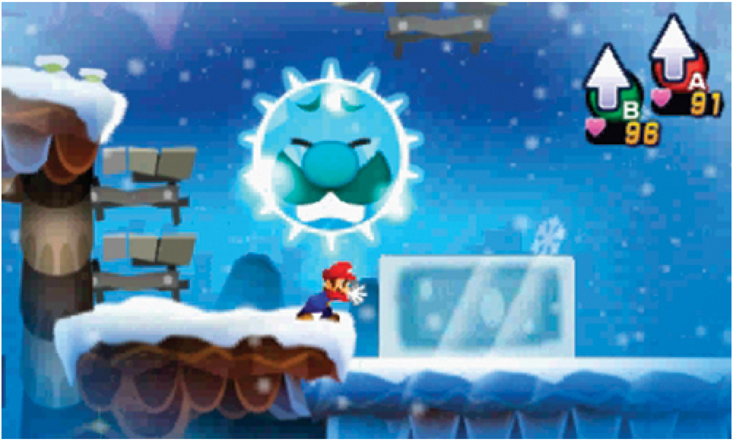
Use Luiginary Ice again to thaw and then freeze the next Geyser Platforms at different heights, allowing Mario to resume his advance to the right. Remember, each time you press the red button on the Touch Screen, the climate changes. Time these button presses to coincide with the proper heights of the Geyser Platforms to freeze them. Before exiting, strike the two ? Blocks (containing coins) in the bottom-right corner and grab another Attack Piece. You must alter the height of the final Geyser Platform to reach the exit.

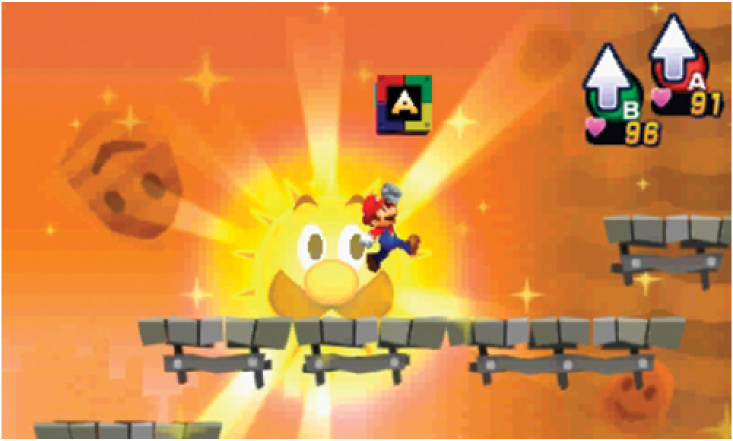
E





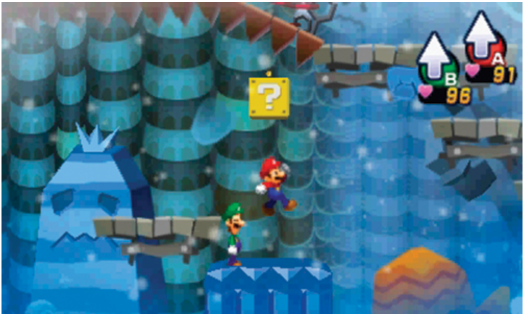
There are two Attack Pieces in this area. To reach the first block, find the block of ice to the right and slide it all the way to the left side. Once the ice block is in place, use Luiginary Ice to transform the ice block into an Elastic Block. The jelly-like surface of the Elastic Block functions like a trampoline, allowing Mario to reach the platform above. Travel along the upper platforms to strike a ? Block (containing a Super Nut) and obtain the first of two Attack Pieces.



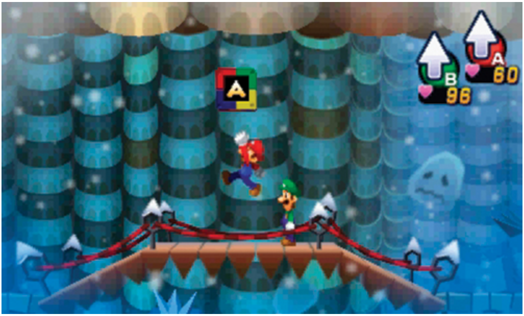


To reach the next Attack Piece, use Luiginary Ice to revert the dream world back into an icy state, transforming a second Elastic Block into ice—push the block to the right. Once the ice block is in place on the right side, use Luiginary Ice again to turn the ice back into an Elastic Block. Now you can jump up to reach the platform on the far right, striking the blue switch with your hammer. Activating the switch lowers a platform to the left. Return to the lower-level, convert the Elastic Block into ice, then push it back to the left. Convert the ice back into an Elastic Block and jump up to the upper-level platforms, gathering the other Attack Piece on your way to the exit on the right.

F

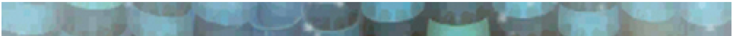


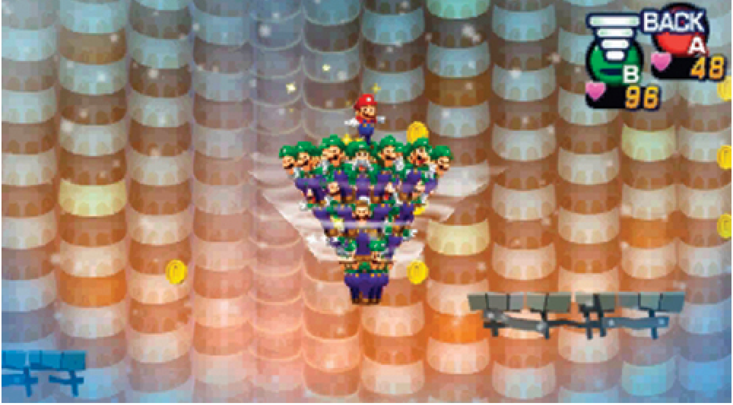
Explore the lower area here first, careful to avoid the incoming fist-shaped platforms—time your movements carefully to avoid getting punched. When these fists are extended into the foreground, you can use them as platforms—but move quickly before they retract back into the wall. By jumping on these fists you can reach the lower platforms, necessary to strike a couple of ? Blocks. When you're not avoiding the fists, battle the Magmad/Iceads on this lower-level.

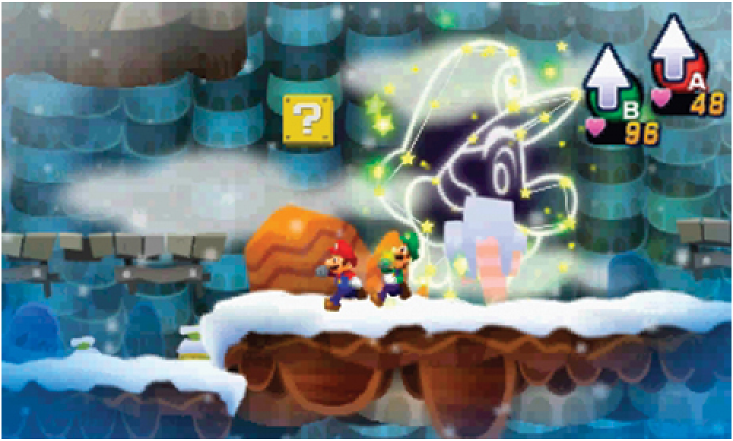


Proceed to the upper-level platform and battle a few Chizzles along the way. Grab the Attack Piece here, then seek out the L Block and ? Block on the left side—the L Block contains a Supersyrup Jar. Once you've looted this upper platform and defeated all the Chizzles, exit the room on the right side.

G

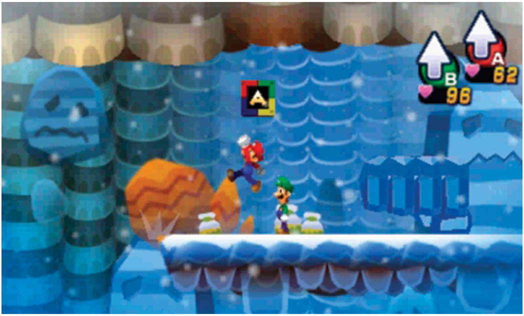






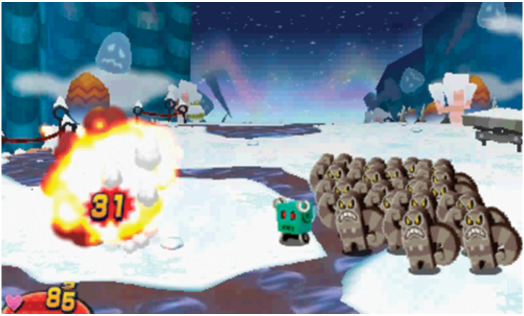
Upon entering this area, Dreambert takes notice of the lava, indicating that Mount Pajamaja is an active volcano. Perhaps triggering an eruption will cause the dream portal to open back up? It's worth a shot. For the time being, focus on crossing this lava field. Use the Luiginary Cone to hover, flying from one platform to the next and gathering coins along the way. The air current on the right side pushes the Cone upward, to the room's upper-level. Here you can engage more Chizzles and Magmad/Iceads as well as obtain a Supersyrup Jar and Super Nut from ? Blocks. Exit the room on the right side when you're finished exploring.

H



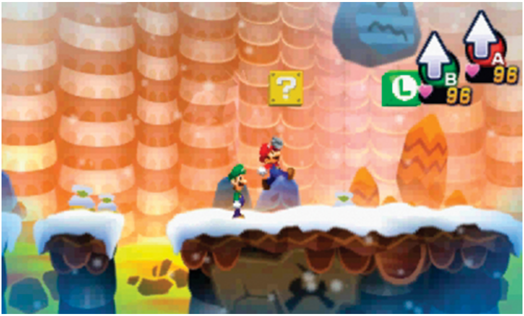
Watch out for more protruding fists in this area. Take your time moving through here, battling more Chizzles and Magmad/Iceads along the way. Ascend to the top platform to retrieve the next Attack Piece. After gathering the Attack Piece, exit on the right side. The upper path to the left leads to area J—but you should explore area I first.

Caution



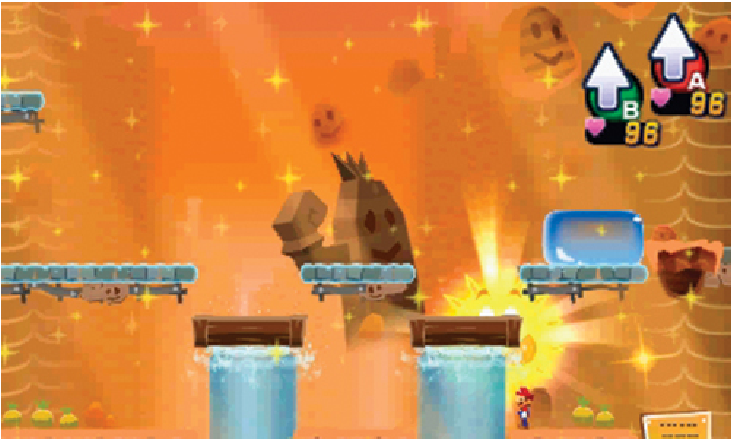
Some of the Chizzles you battle are accompanied by a new enemy: Lob-omb R. These green robotic enemies function much like the Lob-ombs you faced back in Dreamy Dozing Sands. When they juggle three bombs, keep an eye on the one marked with a star icon and be ready to knock it back with your hammer—the other two bombs are decoys. Target the Lob-omb R enemies first. When destroyed, they emit a powerful explosion, potentially eliminating nearby enemies.

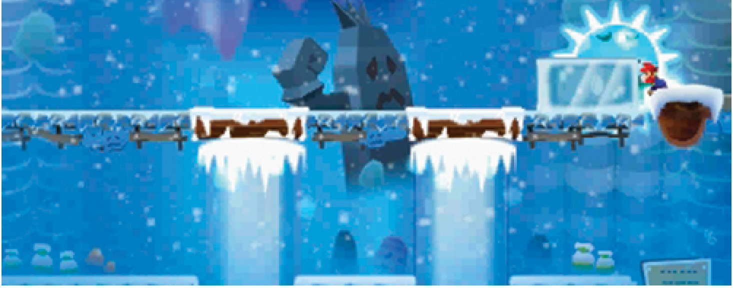
I



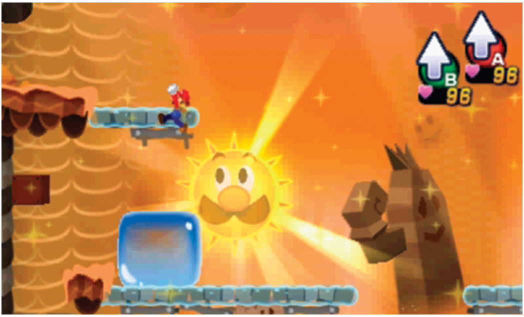
Don’t forget to explore this dead-end area. Here you can find a ? Block containing an Ultra Mushroom and an L Block containing an Ultra Nut. Once you’ve collected these goodies, back-track to the left and advance through area H, exiting on the upper-left side.

J



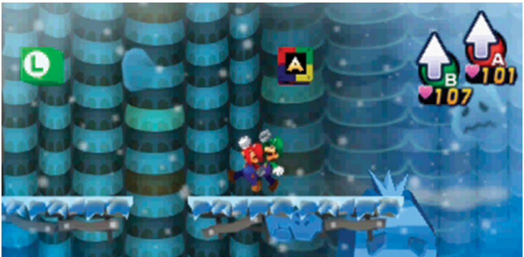


This puzzle-like room requires you to use Luiginary Ice to freeze two Geyser Platforms, creating a solid platform across the top. Warm up the room so both Geyser Platforms are actively moving up and down. Next, stand on one of the Geyser Platforms, making it even with the lower-level. Keep an eye on the second Geyser Platform and wait for it to synchronize with the one you're standing on. When both Geyser Platforms are synced, step off and be ready to freeze them when they're both even with the upper platform, creating one continuous platform. Now move to the upper platform and push the ice block to the left, allowing it to cross over the two frozen Geyser Platforms, bridging the gaps.



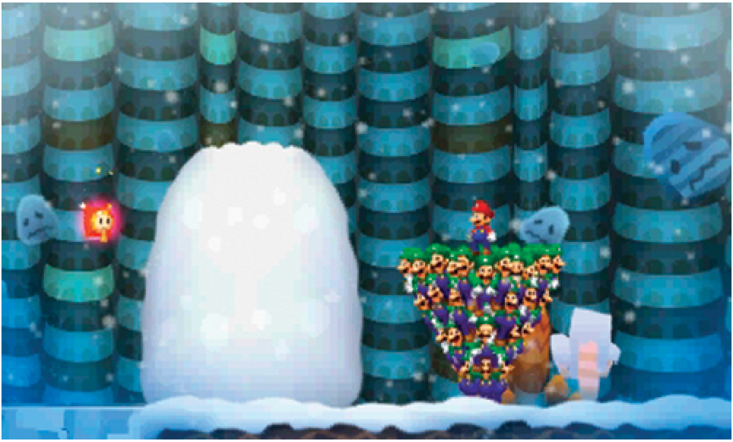
Now move to the left side of the room and alter the temperature once again, turning the ice block into an Elastic Block—this allows you to reach the exit on the upper-left. But before making a move for the exit, grab the nearby Attack Piece. Instead of exiting on the left side of this room, exit on the upper-right side to enter another dead-end chamber.

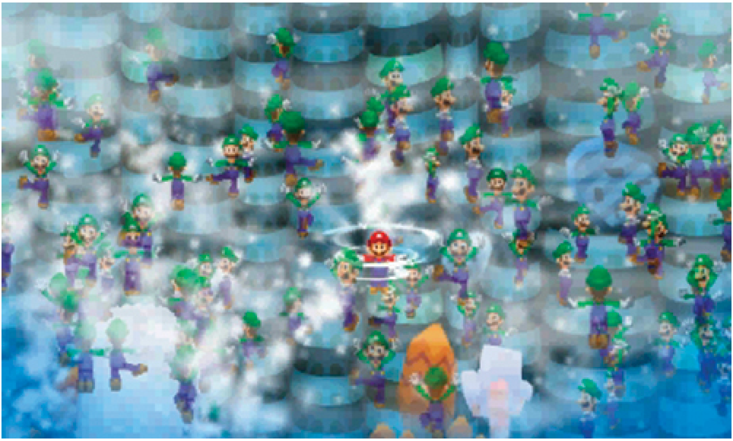
K



Here you find an M Block, a ? Block, an L Block (containing Koopa Troopa Wear), and another Attack Piece. Avoid getting smashed by the incoming fist platform during your ascent to the Attack Piece. Once you've gathered the loot here, exit back to area J and then exit on the upper-left side to enter area L.

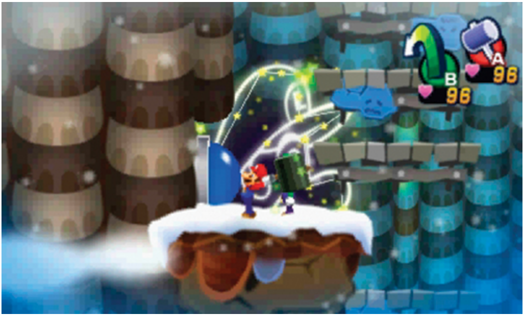
L





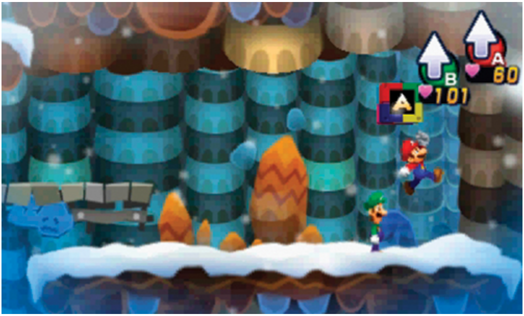
Use the Luiginary Cone to reach the upper platform in this room until you encounter a large Snowdrift. But a sudden gust of wind clears away the Snowdrift, giving Dreambert a new idea. Approach the next Snowdrift and press Ⓐ to initiate a

Luiginary Tornado. During this action, Mario spins rapidly as the Luiginoids from the Cone disperse, clearing away the Snowdrift. Use the Circle Pad to move Mario around, directing the Tornado of Luiginoids in different directions. Press Ⓐ again to stop the Tornado.



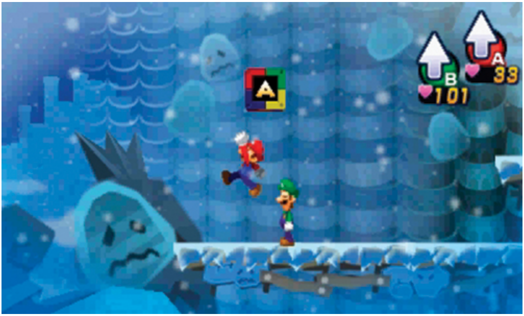
Now that you've learned how to use the Luiginary Tornado, put it to work by clearing out the Snowdrifts on the lower-level. Be sure to grab the coins hidden behind each Snowdrift. After clearing away the Snowdrifts, approach the blue switch on the left side—strike it with your hammer to open the gate above and exit the room.

M

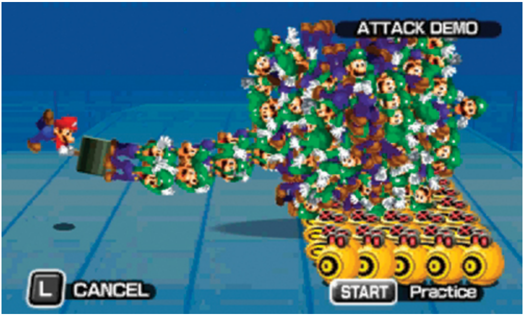


Drink from the fountain at the entrance to this area to fully restore Mario and Dreamy Luigi's HP and BP. Afterward, ascend the nearby platforms, making your way to the Attack Piece on the right—be ready to confront some Chizzles along the way. You can also obtain Super Candy from the ? Block on the far left. When you've gathered the loot and battled all Chizzles and Magmad/Iceads here, exit on the lower-left side to enter area N—you'll need to back-track through here later to reach area O through the upper-right passage.

N

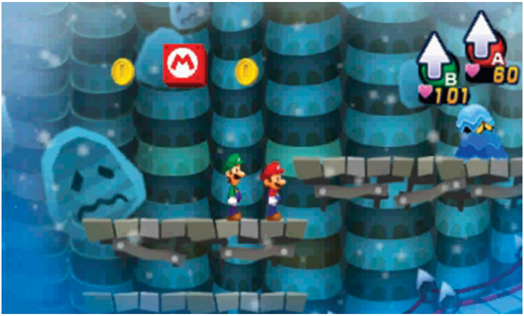


This room primarily serves as a shortcut back to area B. But the tenth and final Attack Piece is also here, floating above the upper platform. Battle the Magmad/Iceads, gather the coins, and then grab the last Attack Piece to unlock a new Luiginary Attack called the Luiginary Hammer—practice the attack a few times before using it in a real battle.



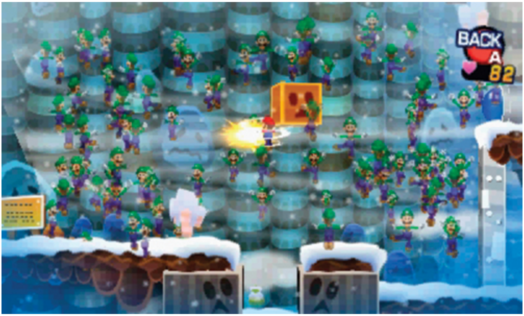
The Luiginary Hammer functions similarly to the Luiginary Stack attack, only this time the Luiginoids form a massive hammer, requiring Mario to carefully balance the increasing weight before unleashing a powerful attack. Rapidly press Ⓑ to create the Hammer from a large group of Luiginoids. But as more and more Luiginoids pile on, the Hammer becomes more and more difficult to balance—move the Circle Pad to keep the Hammer from toppling over. Once the Hammer is complete, approach the group of enemies, using the crosshair icon to aim. When you're satisfied with the alignment, press Ⓐ to swing the hammer downward, inflicting massive damage on the target and surrounding enemies. After practicing this attack a few times, return to area M—take the upper-right passage there to enter area O.

O

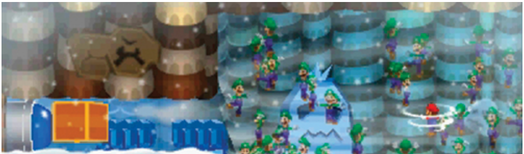


Beware the Chizzles and Magmad/Iceads in this area while making your ascent. Slow down and engage these enemies with pre-emptive attacks. Once in battle, consider trying out your new Luiginary Hammer attack. The M Block here contains a Boo Biscuit. Exit on the right side when you're ready to continue the journey.

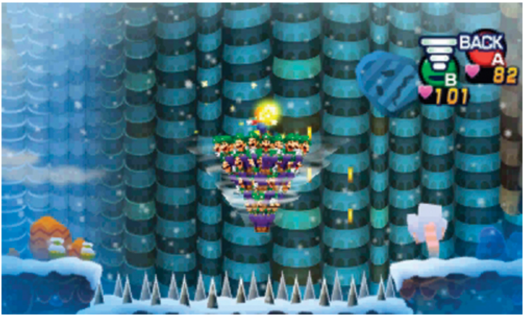
P



Initiate a Luiginary Cone here and unleash a Tornado while standing atop the brown box. While the Tornado is active, use the Circle Pad to guide Mario—strike the airborne box on the left side to send it flying at the blue switch on the right. Striking the blue switch with the box causes the nearby gate to open.

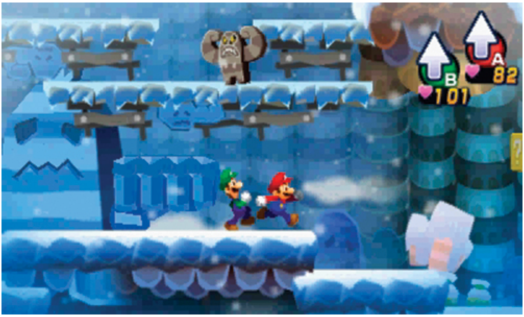


Upon entering the center area on the bottom level, initiate a Luiginary Stack and perform a Spring Jump to reach the upper area. Here there are two more switches that must be struck with brown boxes. While standing on each box, enter Cone form and initiate a Tornado to send the boxes flying at each switch. But timing is important—don't strike the boxes until the fist-like platforms retract into the wall.



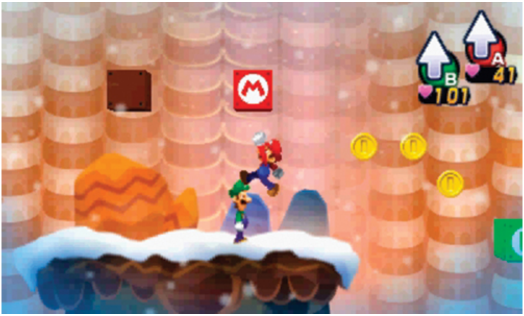
Each switch activated opens a gate below, providing access into the lower-right chamber. To avoid touching the spiked floor here, initiate a Luiginary Cone and hover above the floor while moving to the exit on the right, collecting coins along the way.

Q



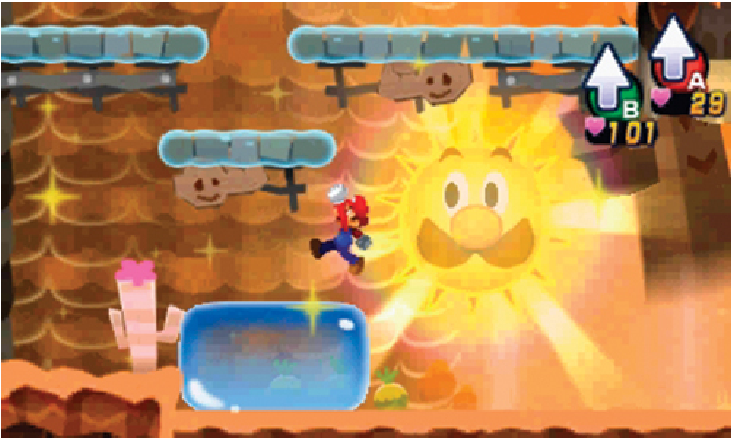
Avoid getting punched by the protruding fist platforms here while moving along the bottom level—be sure to strike the L Block in the lower right to obtain a Supersyrup Jar. Defeat the Chizzles and Magmad/Iceads here, but don't exit on the left side just yet. Instead, exit through the passage on the right to reach area R. You can back-track through here afterward to proceed to area S.

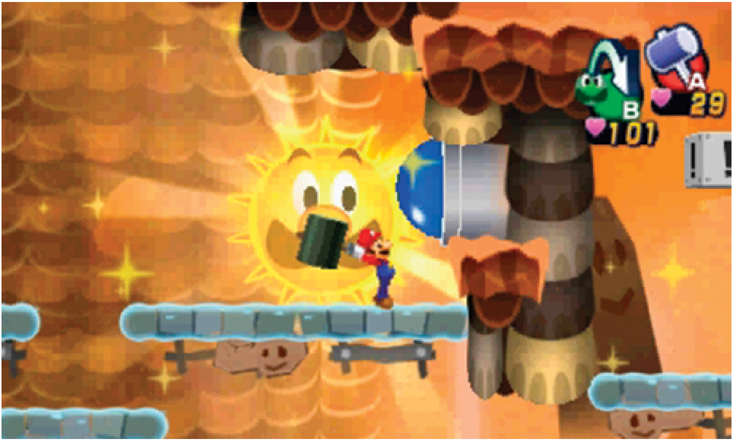
R



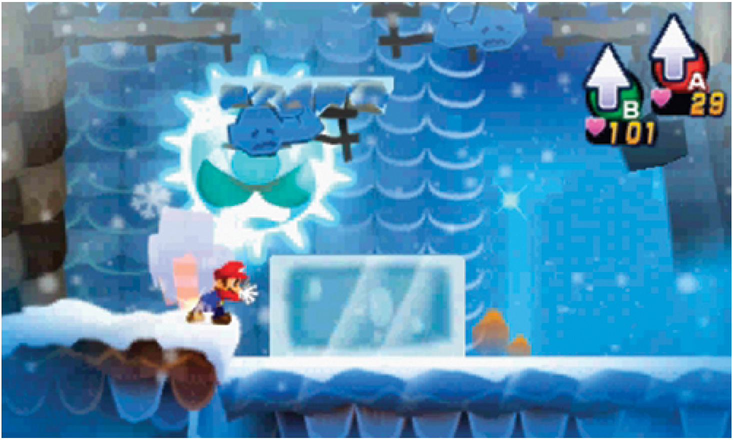
Here’s another dead-end lava field room containing some goodies—the M Block only offers coins, but the L Block contains Ultra Candy. Enter the green pipe on the right side of the room to return to the entrance. Next, back-track through area Q to reach area S.

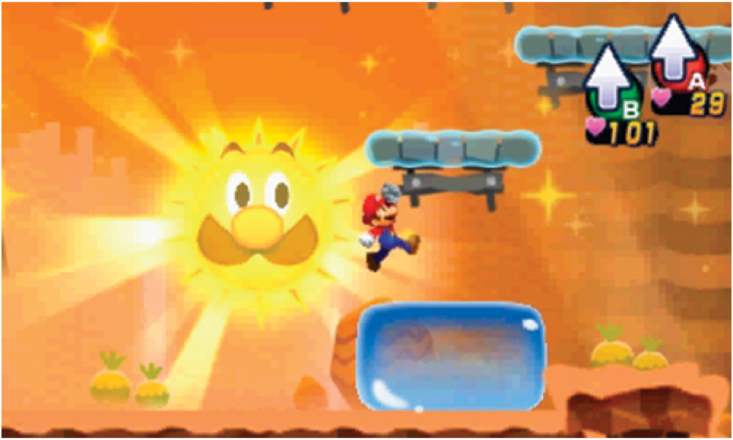
S



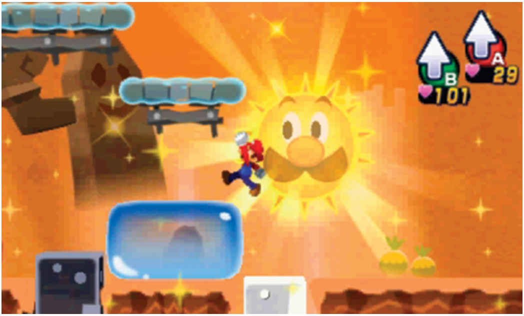


Here's another puzzle room requiring liberal use of Luiginary Ice. Start by pushing the ice block on the bottom level all the way to the left. Next, warm up the room to turn the ice block into a Elastic Block. Jump onto the Elastic Block to reach the platforms above. Locate the blue switch on the right and strike it with your hammer—this lowers three platforms in the center of the room.



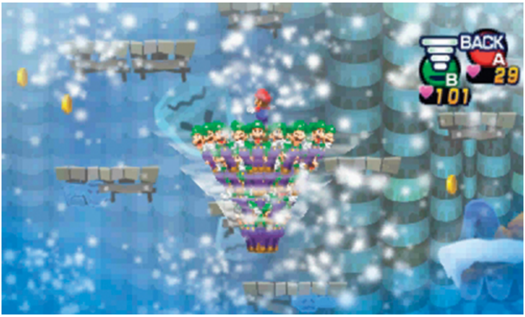


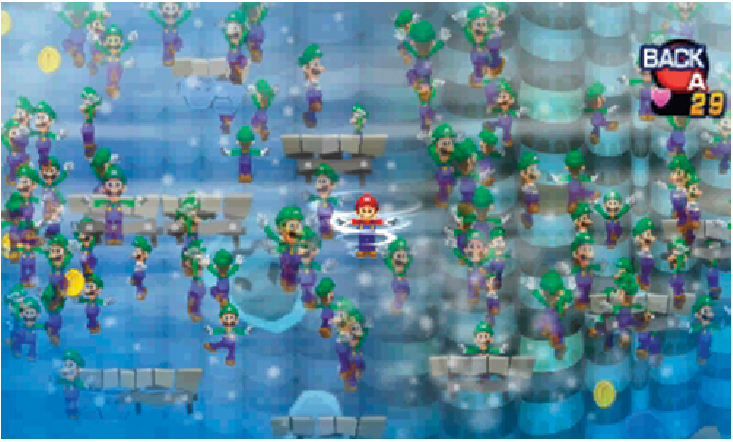
Now freeze the room to turn the Elastic Block back into ice, then slide it to the right. Follow the ice block all the way to the right and turn it back into an Elastic Block, allowing you to reach the platforms above. Here you encounter a gray Event Block—strike it to raise a low wall on the bottom level. Before dropping to the ground, grab the Super Nut in the ? Block above.



Turn the Elastic Block back into ice and push it to the left—it stops when it reaches the newly raised low wall. Warm up the room, turning the ice back into an Elastic Block and use it to reach the platforms above. There's another gray Event Block here, responsible for raising and lowering another low wall on the lower-level. But you don't need to strike it unless you want to move the Elastic Block around more. Proceed to the room's exit on the upper-left.

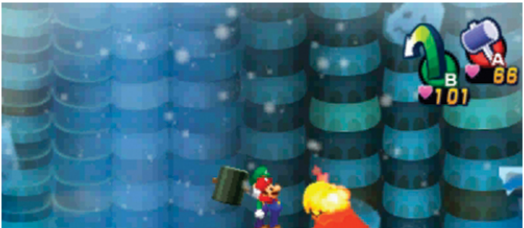
T





Form a Luiginary Cone upon entering this area and fly over the spiked floor, traveling to the left. But as you enter the chamber on the far left, visibility is obscured by a snow storm. Perform a Tornado to temporarily restore visibility while ascending the small platforms. During the Tornado, move Mario around, placing him above new platforms before disengaging the Tornado—Mario can also gather coins during a Tornado. Continue the upward ascent until you reach the ledge on the right. Enter the green pipe on the right to reach area U.

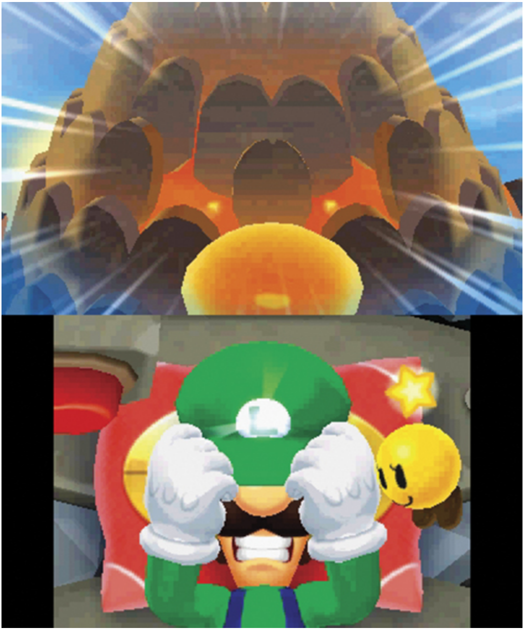
U



Rack up some more EXP by battling the Magmad/Iceads and Chizzles here. When you've cleared the area of loot and enemies, proceed to the right, striking the Save Block to save your game before exiting.

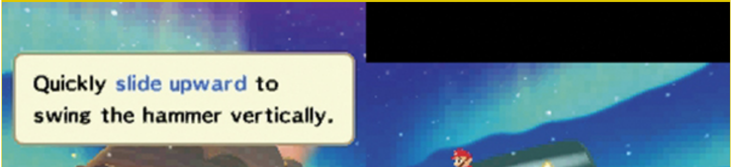
V

Mario and Dreamy Luigi have disturbed Mount Pajamaja by entering this chamber—but you'll need to do more to get a rise out of this colossal mountain. Move to the right side of the chamber and initiate a Luiginary Cone. Stand on the brown box here, then initiate a Tornado. This causes a stream of brown boxes to ascend. But avoid making contact—spikes rhythmically protrude out of the right and left sides of the boxes. When the spikes retract and appear on the left side of a box, strike it from the right side, launching it toward Mount Pajamaja's nose—you must hit his nose with four boxes to finally get his attention.

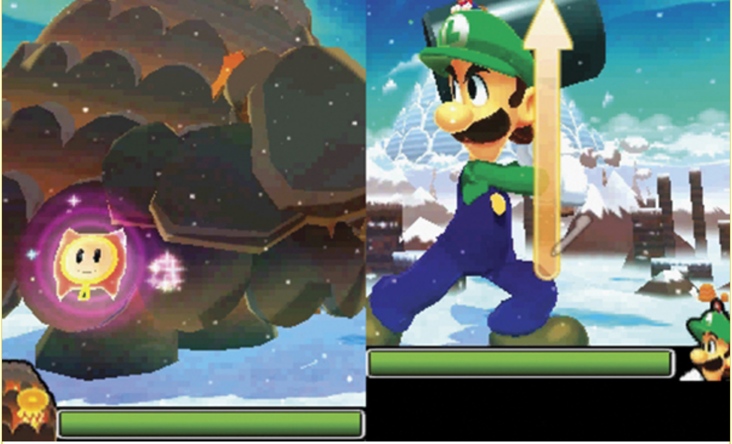


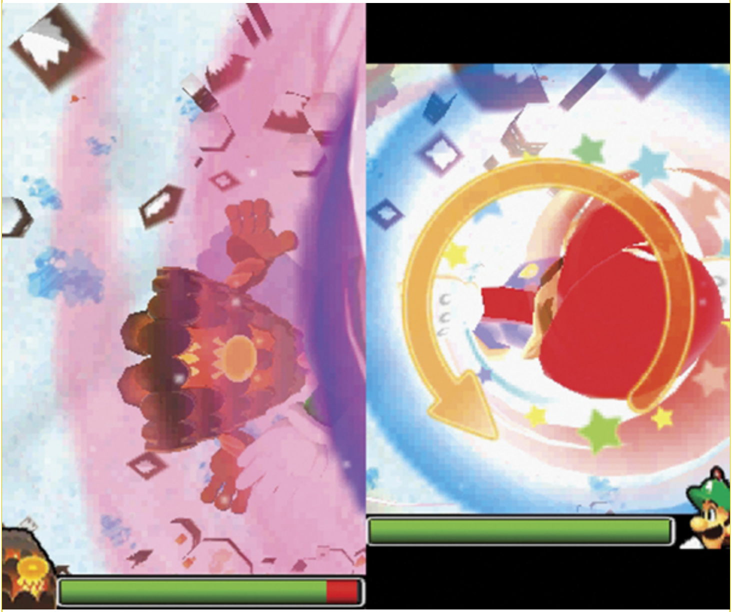
As Mount Pajamaja comes to life, Dreambert advises a retreat. Mario and Dreamy Luigi automatically flee, rolling through the previous areas as fireballs rain down from Mount Pajamaja. They eventually land outside the shop in area B. But Mount Pajamaja isn't far behind, prompting Mario and Dreamy Luigi to flee back to area A, where the dream portal disappeared. Cornered, Mario and Dreamy Luigi have nowhere left to turn as Mount Pajamaja closes on their location. On the Touch Screen, touch the flashing L on Luigi's cap to initiate a giant battle—only Giant Luigi can defeat Mount Pajamaja.

Giant Luigi Battle: Mount Pajamaja

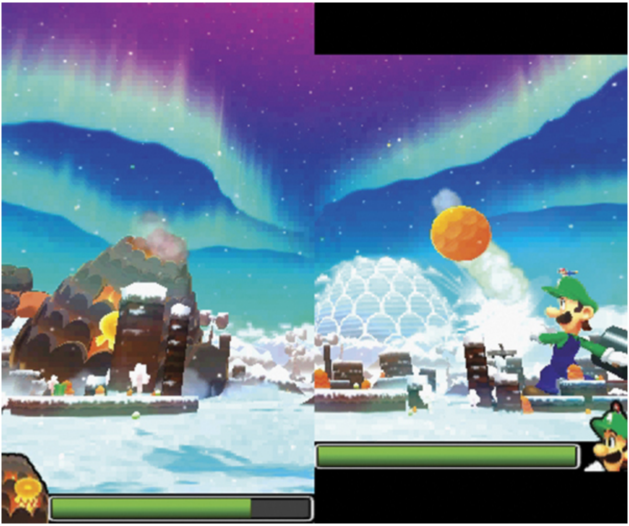


Quickly slide upward to swing the hammer vertically.

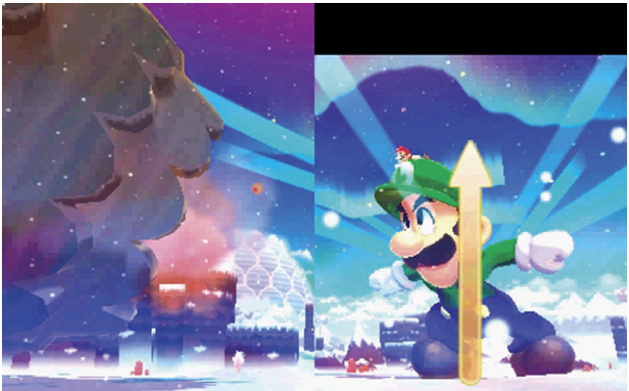


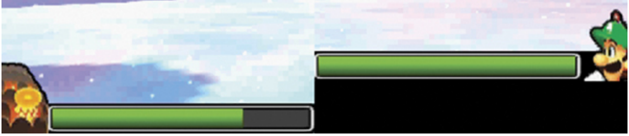


Like the battle with Robo-Drilldigger back in Dozing Sands, tilt the Nintendo 3DS to commence the battle with Mount Pajamaja. For the first attack in the battle, use the Hammer Uppercut. When selected, quickly move the stylus upward in a straight line on the Touch Screen to send Mount Pajamaja flying backward, landing on his back. While Mount Pajamaja is defenseless, perform a Drill Stomp Bros. Attack. If successful, there are three phases to the Drill Stomp, each requiring you to spin the stylus in the direction shown on the Touch Screen—draw circles on the Touch Screen as fast as you can. But the direction in which you draw the circles makes a difference, so pay close attention to the directional arrow shown on the Touch Screen. The more circles you draw per phase, the more damage dealt to Mount Pajamaja. But the Drill Stomp can't be used often—Mario must recover before helping Giant Luigi perform another Bros. Attack, including the Rhythm Mushroom.

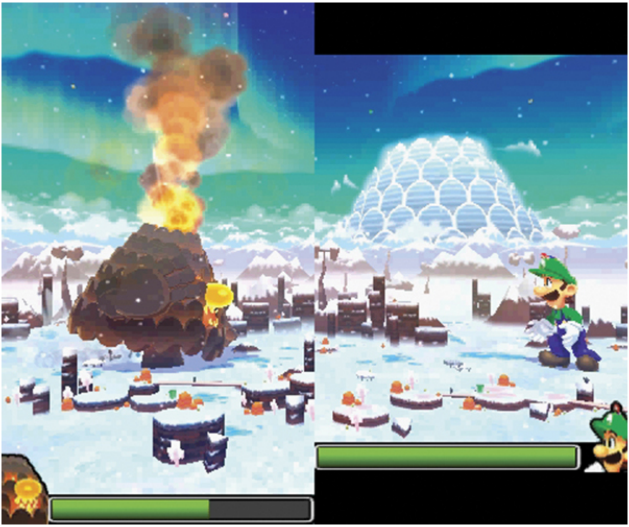


Mount Pajamaja responds by firing a large fireball from the crater atop his head. Counter by swinging your hammer upward—draw a vertical line on the Touch Screen to swing Luigi's hammer. But timing is important, so keep your eye on the ball. Also, be ready to swing again, as Mount Pajamaja knocks the fireball back at Luigi. Keep volleying the fireball until it lands back in Mount Pajamaja's crater, inflicting more damage.

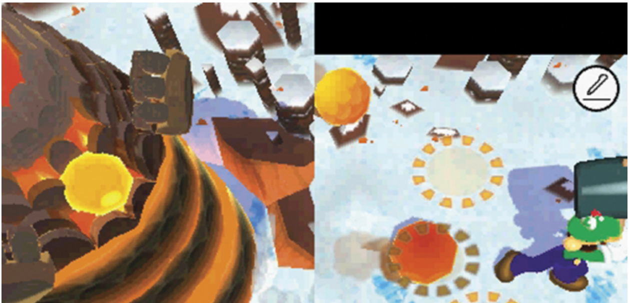


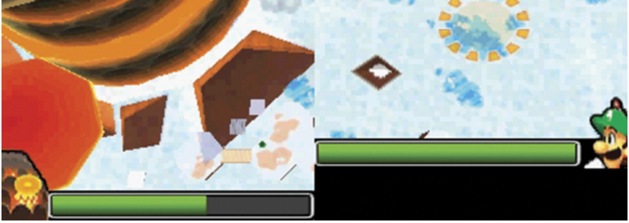


When it’s your turn to attack again, follow up with another Hammer Uppercut to knock Mount Pajamaja on his back. You probably can’t perform another Drill Stomp just yet, so settle with a standard Jump attack. Remember, wait until Luigi’s arms are outstretched, then draw a vertical line upward on the Touch Screen to initiate the attack. Never perform Jump attacks while Mount Pajamaja is standing upright—making contact with the lava-filled crater on his head will harm Luigi.

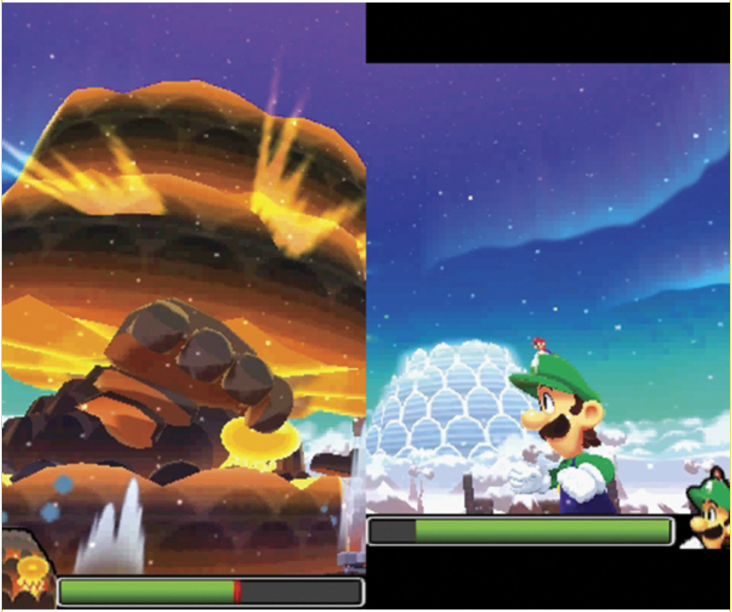


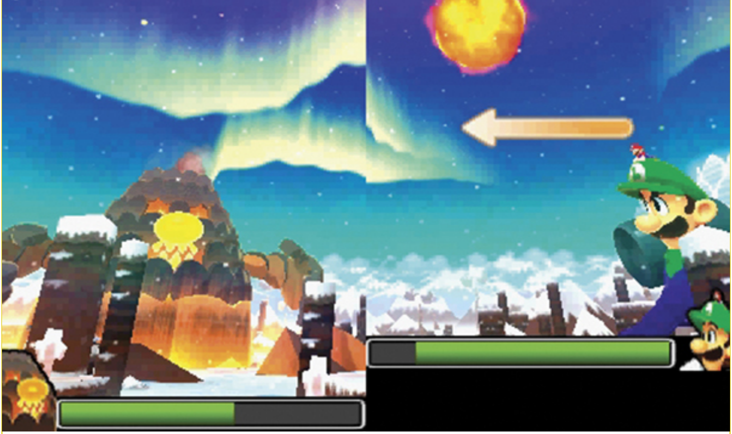
When Mount Pajamaja returns to his feet, watch out for his charging attack. As he makes contact with Luigi, rapidly draw horizontal lines on the Touch Screen (in the direction indicated) to push him back. If successful in countering this attack, Luigi flips Mount Pajamaja back on his back—but this time he gets right back up, preventing you from attacking.



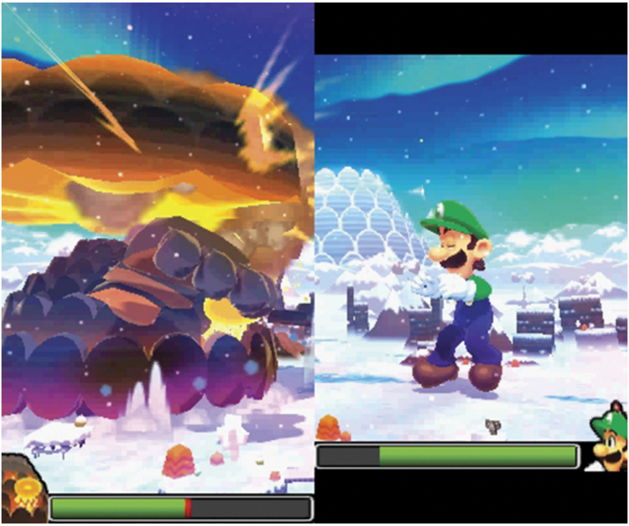


When Mount Pajamaja announces that he's becoming “super-heated”, watch as he grows in height, supported by several disc-like rings of molten rock. Pay close attention to the Touch Screen and hammer the incoming balls of fire. There are three target circles on the Touch Screen. As a fireball enters one of these circles, hit the middle of the circle with the stylus. This causes Luigi to smash the fireball with his hammer. Only target fireballs as they pass through these three circles. If any fireballs get by, they'll damage Luigi.



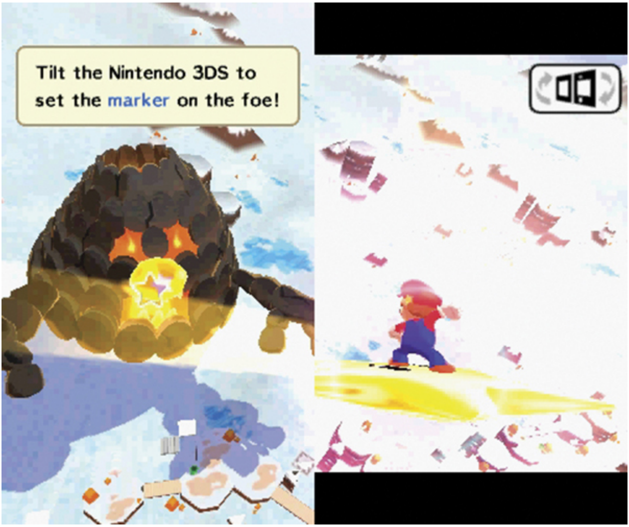


During the battle, watch for a volcano erupting directly behind Mount Pajamaja. Take this as your cue to perform another Hammer Uppercut, knocking one of the molten rock discs in Mount Pajama's torso back to the erupting volcano. The disc is then launched back at Mount Pajamaja, striking him in the head. But Mount Pajamaja is far from finished. Be ready to strike back a series of incoming fireballs launched from the crater atop his head. This time draw horizontal lines toward your foe, carefully timing each swing of Luigi's hammer.



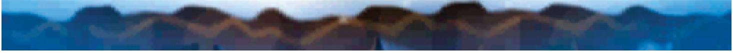
When another volcano erupts in the background (to Mount Pajamaja's left) perform a Hammer Chop to launch one of

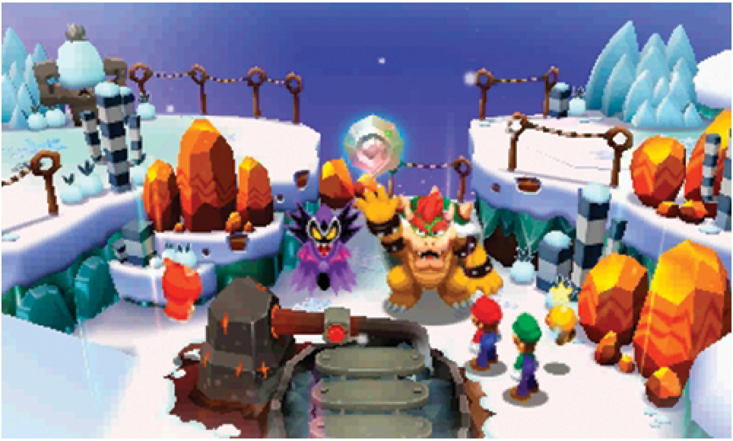
Mount Pajamaja's molten rock discs into the background. As the disc lands on the volcano, it's launched back at Mount Pajamaja, striking him in the head. This may make Mount Pajamaja fall over, priming him for another Jump or Drill Stomp attack.



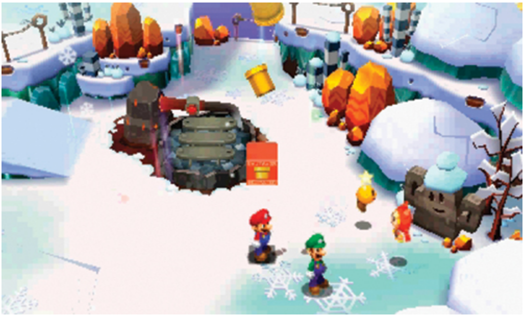
Beyond this point in the battle, Mount Pajamaja cycles through the same types of attacks. Be ready to counter, then score damage by performing the proper attacks of your own at the right time. Remember, Hammer Uppercuts are most effective for knocking him on his back, setting him up for follow-up Jump and Drill Stomp attacks. As Mount Pajamaja's health dwindles, it's time for the Star Driver Finishing Bros. Attack. Tilt the Nintendo 3DS to fly the star directly at Mount Pajamaja's nose, scoring the finishing blow. Defeating Mount Pajamaja earns you Metal Gloves, Ultra Candy, an Ultra Nut, and a 1-Up Deluxe.

The dream portal is finally back!



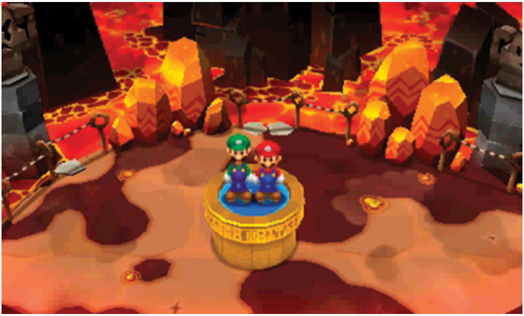


The dream portal is now open, allowing Mario to return to the real world. The eruption of Mount Pajamaja is making Luigi sleep less soundly—Dreambert advises returning to the real world. Hop through the portal when you're ready to exit the dream world. Back in the real world, Bowser and Antasma stop in to inform Mario and gang that the Dream Stone has been restored. With the Dream Stone in their possession, Bowser and Antasma plan to rule the world.



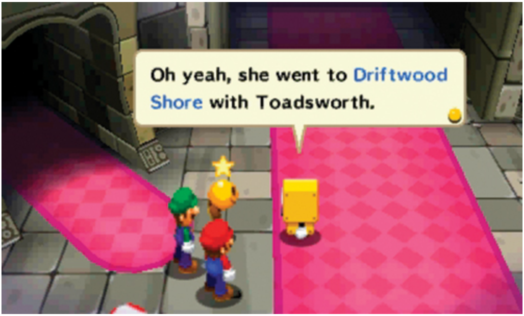
As Bowser and Antasma exit, Starlow fears Princess Peach is in danger—he suggests making haste toward Pi'illo Castle. Dreambert supplies a Warp Pipe Block. When struck by Mario, it dispenses Warp Pipes across the island, allowing for quick travel. Using a Warp Pipe, Mario and Luigi can reach Pi'illo Castle and other locations on the island instantly. But Warp Pipes are only activated once used—Dreambert advises using a Warp Pipe once it's found. After the conversation, search the area north of the Dreampoint to obtain a Heart Bean and Defense Bean. Afterward, enter the cave to the west—use a Spin Jump to reach it.

㉕ Mount Pajamaja Warp Pipe



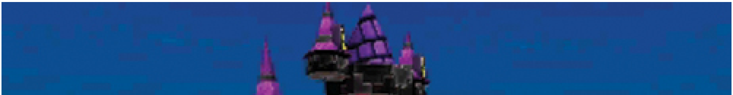
This is the Warp Pipe that connects to all other Warp Pipes on Pi'illo Island. Jump up onto the Warp Pipe and then select Pi'illo Castle's Lobby as your destination—you must find Princess Peach before Bowser and Antasma do.

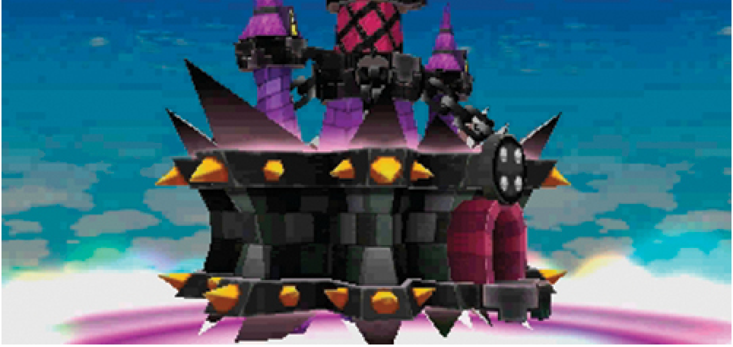
Destination: Driftwood Shore

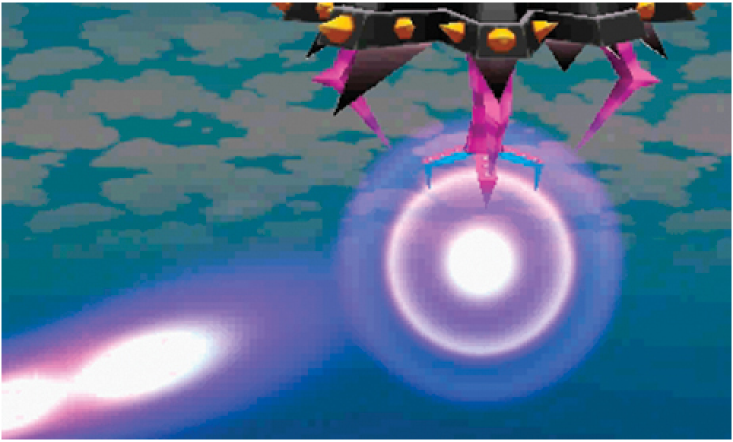


Oh yeah, she went to Driftwood Shore with Toadsworth.

Upon arriving at Pi'illo Castle, a Brock in the lobby informs Mario and Luigi that Princess Peach left, headed for Driftwood Shore with Toadsworth. Apparently she thought it would be safer there. The Brock advises cutting through Mushrise Park to reach Driftwood Shore, located on the southwest side of the island.

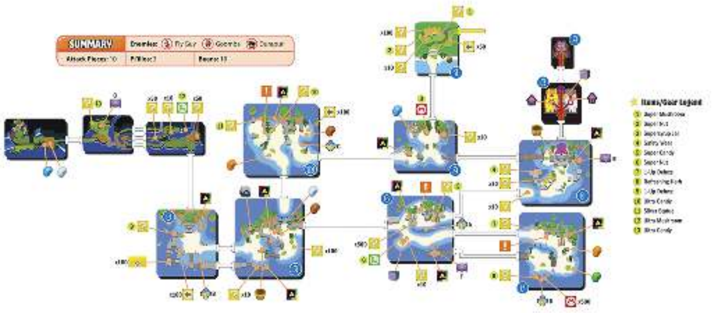


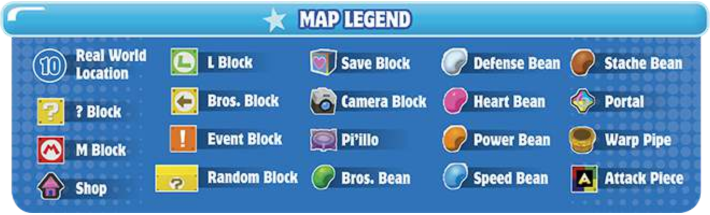




Meanwhile, Bowser and Antasma are busy back at Mount Pajamaja. Before they can rule the world, Bowser feels they need a castle. Using the power of the Dream Stone, Antasma creates a large floating castle. This will serve as their base of operations—Bowser names the castle, Neo Bowser Castle. Emitting powerful purple beams of energy, the Neo Bowser Castle destroys several small islands on Pi'illo Island's perimeter, causing panic below as locals and tourists run for safety. Mario and Luigi must reach Driftwood Shore to protect Princess Peach from this latest menace!

Driftwood Shore





① Driftwood Shore Entrance

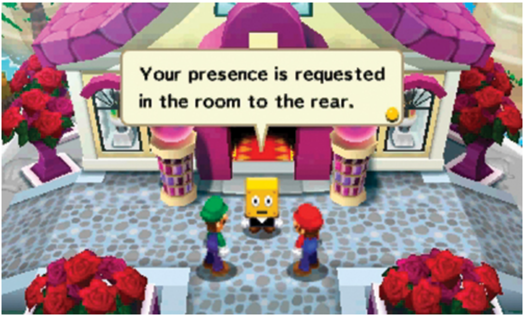
Now that Neo Bowser Castle is active, Mario and Luigi must race to Driftwood Shore to find Princess Peach. To reach Driftwood Shore, travel south of Pi'illo Castle, cutting through Mushrise Park. The fork on the south side of Mushrise Park splits east and west—head east to enter Driftwood Shore. Strike the Bros. Block on your way in to gather some coins, then explore the area to the north as Mini-Mario—there are four ? Blocks in this area containing coins, a Super Mushroom, and a Super Nut. Next, head south, cutting across the sandy beach.

② North Beach

In any case, Princess Peach is waiting for you guys.

Explore the north part of the beach to find a ? Block, an M Block, and a Speed Bean. Afterward, speak with the two Brocks guarding the path to the south. But one of the Brocks recognizes Mario and informs him that they locked down Driftwood Shore when Princess Peach arrived. The Brocks offer to guide Mario and Luigi to Peach's location—follow them to the east.

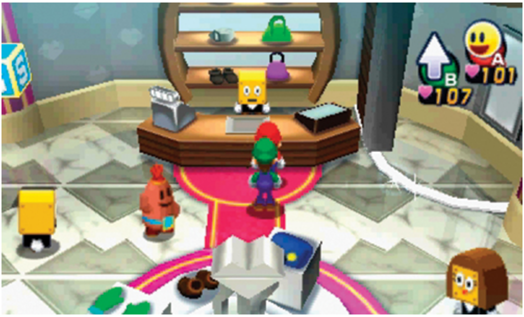
③ Northeast Beach



Your presence is requested in the room to the rear.

Approach the building to the north here and speak with the Brock standing at the doorway—apparently they've been expecting Mario and Luigi's arrival. Mario and Luigi automatically follow the Brock inside.

④ Rose Broquet



Welcome to Rose Broquet, Pi'illo Island's upscale gear shop. While the Brocks here insist you head to the back room to find Princess Peach, take a moment to browse the goods. There are two separate shops here—the Silver Shop on the east side and the Gold Shop on the west side. The Gold Shop is only open to those who have achieved the Rainbow Rank, level 40 or higher. But there's plenty of worthwhile merchandise available for purchase in the Silver Shop. Speak with the Brock at the counter in the northeast corner to view the shop's inventory. If you can afford it, purchase Singular Boots and a Singular Hammer for both Mario and Luigi. Celebrity Wear and Fancy Wear are also available.

Rose Broquet: Silver Shop Inventory

Merchandise	Coins
Elite Boots	680
Bros. Boots	820
Singular Boots	1280
Elite Hammer	680

Spin Hammer	820
Singular Hammer	1280
Celebrity Wear	510
Fancy Wear	960
HP Gloves DX	640
BP Gloves DX	770
Lucky Gloves	340
HP Scarf	1050
BP Scarf	1260
Speed Scarf	530
Stache Scarf	1050
BP Bangle	1530
Healthy Ring	1280

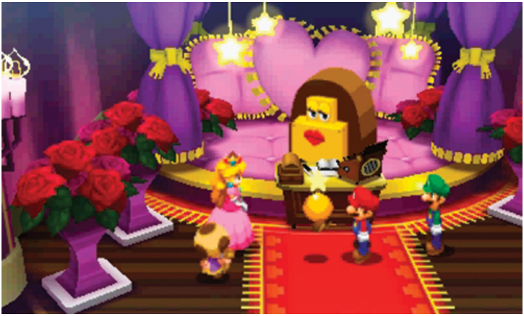
Rose Broquet: Gold Shop

Come back to Rose Broquet when you've earned the Rainbow Rank (level 40) to gain access to the exclusive Gold Shop, selling a variety of powerful (and expensive) pieces of gear. Mario and Luigi are totally pampered here, treated to tea (restoring HP and BP) and a mustache grooming before the merchandise is displayed. The gear offered here isn't cheap, but they're all well worth the asking price—these truly are some of the very best pieces of gear in the game.

Rose Broquet: Gold Shop Inventory

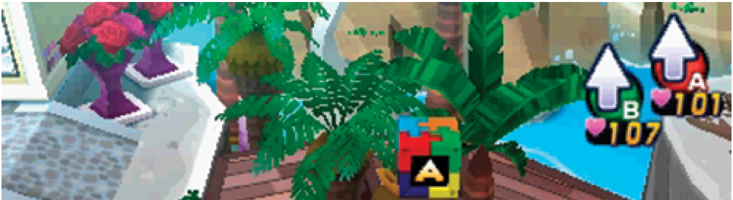
Merchandise	Coins
Master Boots	12800
Master Hammer	12800
King Wear	5760
Bottomless Gloves	16000
Angel Bangle	16000

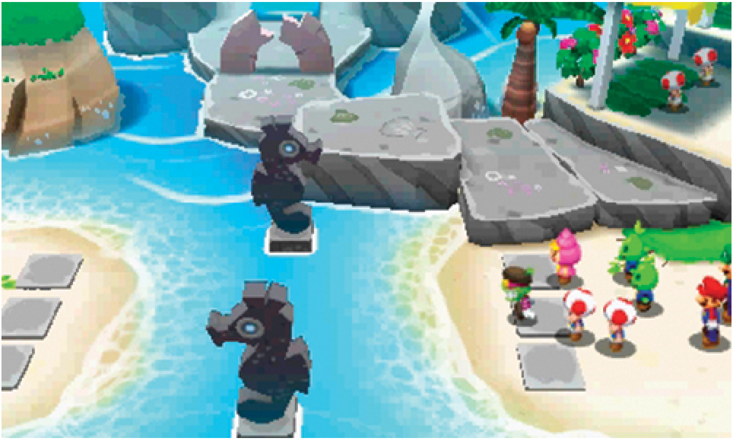
⑤ Broque Madame



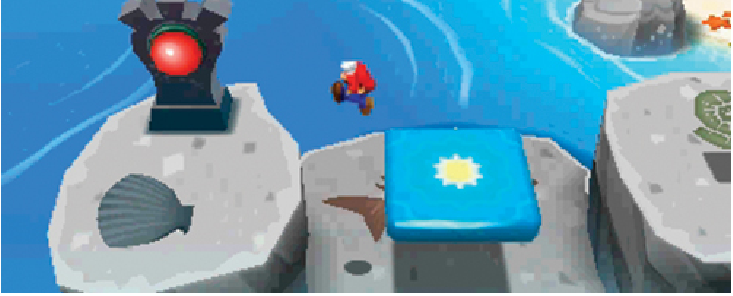
When you’re finished shopping, enter this back room to meet Broque Madame, the proprietor of this shop. Princess Peach and Toadsworth have been hiding out here since Neo Bowser Castle took to the skies above Pi’illo Island. But Broque Madame warns that this place isn’t entirely safe—Bowser could attack at any time. Toadsworth wants to move Princess Peach to a safer location. Broque Madame suggests hiding her in the dream world—there’s a Dreampoint not far from here. Toadsworth advises Mario to find the Dreampoint—he’ll wait here with Princess Peach until the Dreampoint is located. After the brief meeting, exit this back room and the shop, returning to area 3.

③ Northeast Beach





After exiting Rose Broquet, search the area to the east to find an Attack Piece. Many tourists can be found relaxing on the beach to the south, seemingly unaware of the threat posed by Neo Bowser Castle. Approach the group of tourists in the southwest corner. Popple, the thief you encountered back in Wakeport, is among this group, but he doesn't stick around long. The Shelltop tour guide here makes note of the two mysterious Seadring statues to the west. The origin and function of these statues is unknown. Perhaps you can find a use for them?

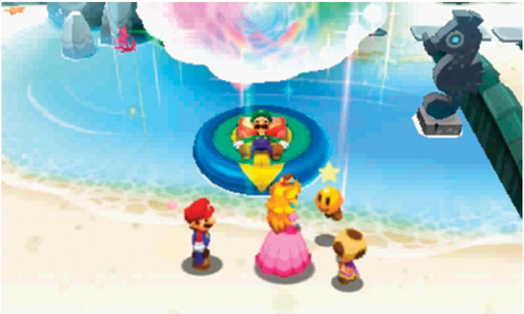


MA-MAJOR DISCOVERY!

Enter the small gateway to the north as Mini-Mario and strike the red switch with your hammer. This causes a bridge to rise out of the ocean, between the two Seadring statues. More bridges like this one can be activated throughout Driftwood Shore—just look for the seahorse statues. The Shelltop tour guide is ecstatic at your discovery and rushes off to tell others. Grab the Safety Wear from the ? Block to the east, then return to the beach, crossing the newly discovered bridge to the west.

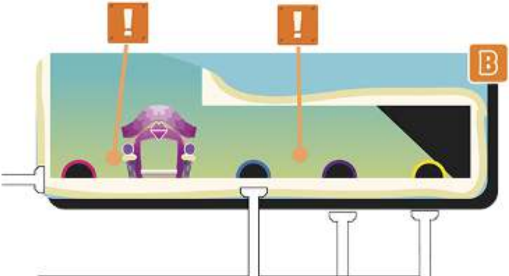
⑥ South Beach

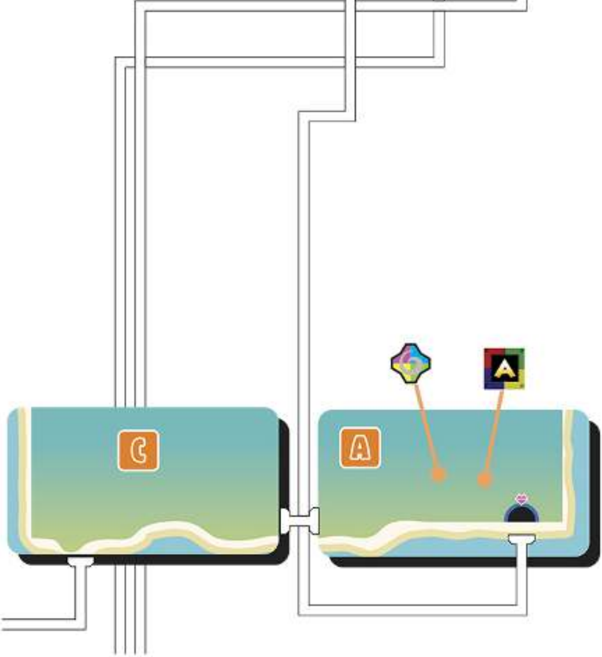
Strike the Event Block on the north side of this beach to activate a blue elevator-like platform. This allows you to reach the top of the high rocks to the east and west. Jump toward the rock on the east side to strike another switch with your hammer—this causes a bridge to appear to the south, opening access to the rest of the beach.



After crossing the bridge, Dreambert notices an inflatable object floating in the water to the west—this is a Float Bed. The Float Bed is placed directly over the Dreampoint Broque Madame spoke of. Luigi immediately falls asleep on the Float Bed, prompting a dream portal to open. Princess Peach and Toadsworth arrive soon after—Toadsworth asks Mario to take Princess Peach deep into the dream world where she'll be safe from Bowser. Mario agrees and promptly carries Princess Peach into the dream world.

Dreamy Driftwood Shore (A)





SUMMARY

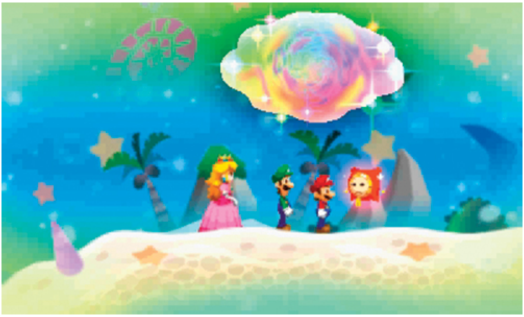
Enemies: None

Attack Pieces: 1

MAP LEGEND

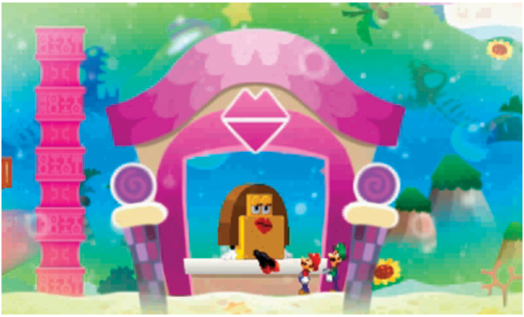
- A Dream World Location
- ? ? Block
- Shop
- M M Block
- L L Block
- Save Block
- ! Event Block
- A Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

A



Mario and Princess Peach arrive in the dream world and are soon joined by Dreamy Luigi. Princess Peach agrees to wait here while Mario and Dreamy Luigi scout ahead. Start by moving to the right, collecting the first of ten Attack Pieces. You can also enter the doorway on the right to access a shop, run by the dream world version of Broque Madame.

B



If you're in need of supplies, consider paying this shop a visit. Beyond the doorway where you entered, there are three other doorways, each leading to different areas of the dream world. However, these other doorways are currently blocked by large walls. So when you're finished shopping, return to area A, then exit to the left to enter area C.

Dreamy Driftwood Shore Shop Inventory

Items

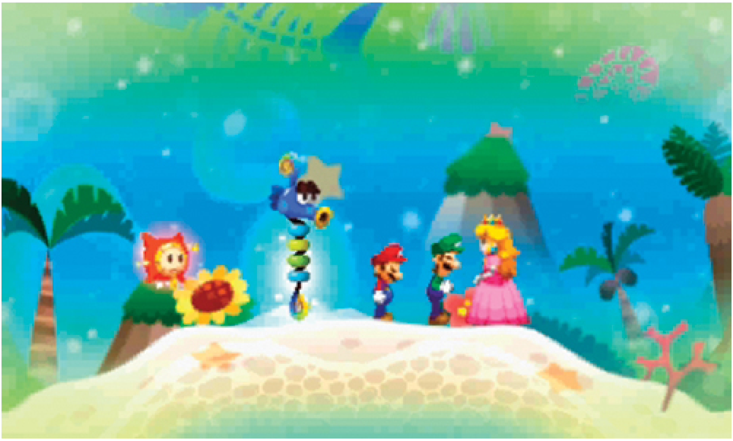
Merchandise	Coins
Ultra Mushroom	90
Ultra Nut	75
Ultrasyrup Jar	180
1-Up Deluxe	300
Taunt Ball	10

Super Mushroom	30
Super Nut	75
Supersyrup Jar	60
Refreshing Herb	30
Shock Bomb	50
Boo Biscuit	5
Mushroom	10
Nut	25
Syrup Jar	20
1-Up Mushroom	50

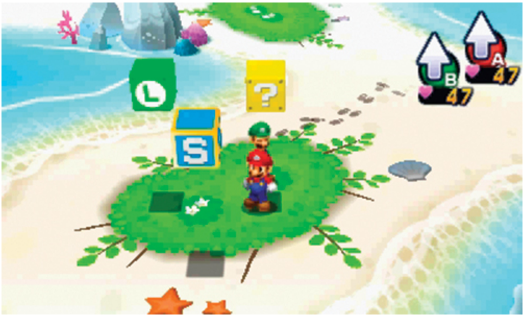
Gear

Merchandise	Coins
Glass Boots	640
Glass Hammer	640
Hero Wear	480
HP Bangle DX	2400
Guard Shell DX	2400

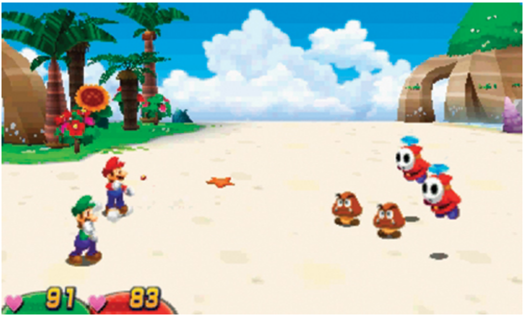
C



This area is a dead end, but pay close attention while passing through here. Interact with the tube-like object emitting bubbles. When prompted by Dreambert, press Ⓐ repeatedly to yank this object from the ground. Mario and Dreamy Luigi work together to free a trapped Seadring from the soil. This Seadring's name is Seadric, and he's grateful for your intervention. Even better, he seems to recognize Mario. Seadric agrees to help hide Princess Peach in the dream world. But in order to expand the dream world, Seadric needs a Dream Egg. He suggests checking with his brothers (Seabury and Seatoon) and sister (Seabelle), located at other Dreampoints throughout Driftwood Shore. Seadric calls ahead, informing Seabury of Mario's upcoming visit for a Dream Egg—he asks Seabury to spread the word to Seatoon and Seabelle. Once you've obtained a Dream Egg from each of Seadric's siblings, he advises coming back here so they can expand the dream world. Princess Peach agrees to stay put in the dream world until Mario returns. Head back to area A and exit the dream world.

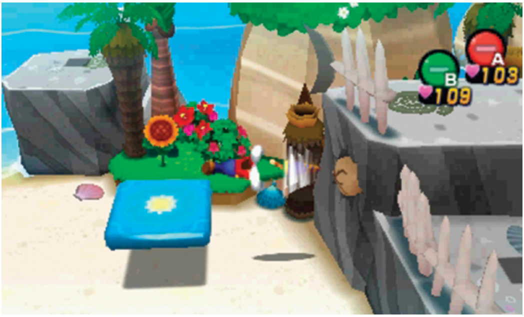


Upon your return to the real world, resume your exploration of area 6. You can find an L Block (containing a Super Nut) and a Save Block to the southwest. Unfortunately, the two Attack Pieces here are inaccessible from this area. To reach the Attack Piece to the northwest, you must approach along the rocks from area 8. To reach the Attack Piece in the southeast, you must cross over the dock from area 7.

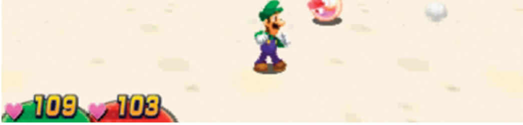


Watch out for the Fly Guys hovering nearby. Wait for them to land, then jump on them to initiate a battle, or strike them with your hammer as they swoop down. Fly Guys are joined by Goombas in battle, sometimes dropping them on Mario or Luigi—counter by striking the incoming Goomba with your hammer. Goombas are easily countered by simply jumping on them during their charging attacks. When it's Mario and Luigi's turn to attack, rely primarily on Jump attacks to defeat these enemies.

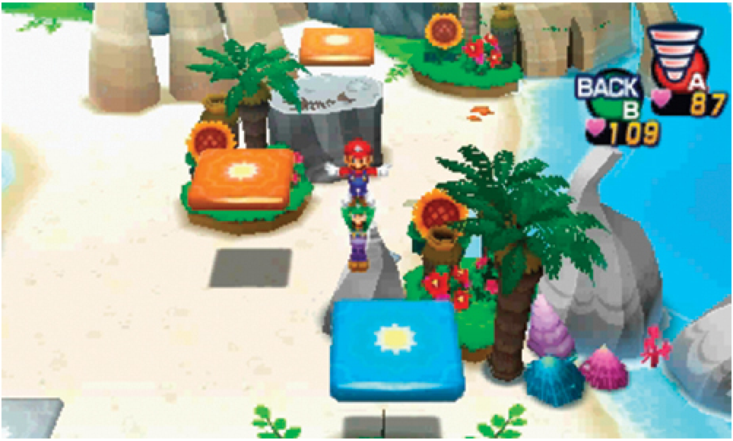
⑦ Southeast Beach

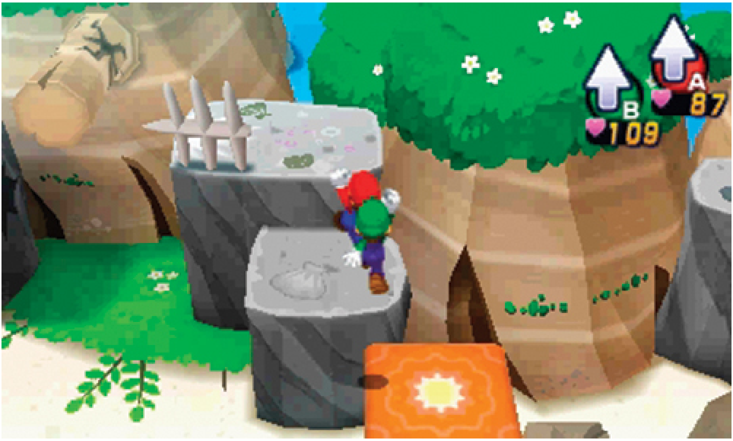


Battle more Fly Guys and their Goomba minions in this area. Dreambert spots another Float Bed over a Dreampoint, located to the southeast. But you need to find a way to reach it. Board the nearby elevator platform while facing the rocks to the east. When the elevator platform makes its first stop, Side Drill through the rocks.

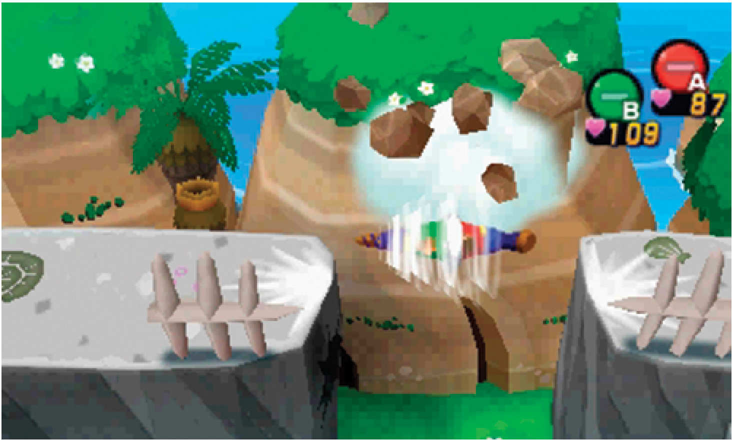


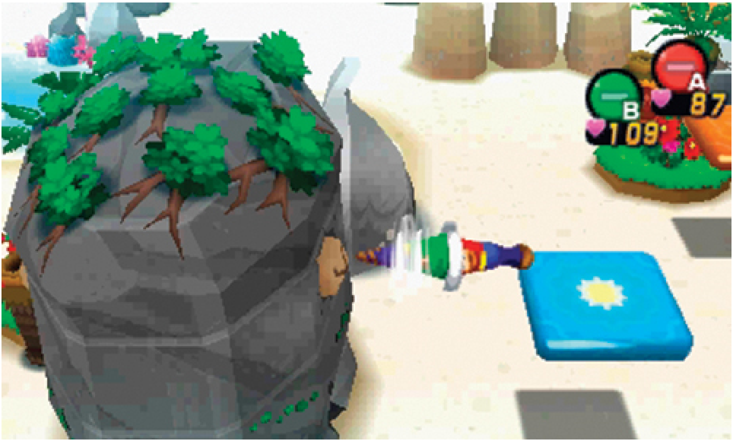
On the other side, smash the boulder to the west to open access to this north area. Here you encounter a Durapurl—initiate the battle with a Jump or Hammer attack. Due to their shell exterior, these guys can absorb some heavy hits. To inflict more damage, hit them while they're out of their shell. During their attacks, they exit their shell and roll at you—counter by jumping on top of them. Damage dealt during these counters far exceeds what can be dished out during your own attacks, so time your jumps carefully to end these battles quickly.





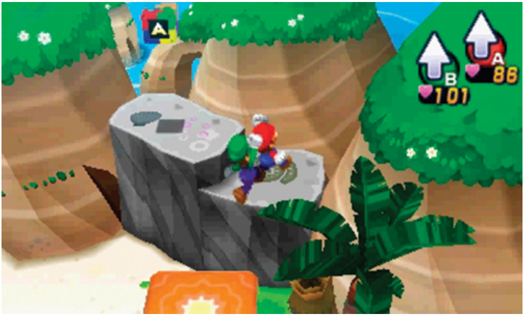
Proceed to the southwest corner where there's another blue elevator platform. Hop aboard and get ready to Spin Jump. When the elevator reaches its apex, perform a Spin Jump and travel north, landing on the adjacent orange platform. This platform moves to the rock to the north—get off here. From the rock, jump to the next orange platform to the north. This platform carries you past the rocks to the north—jump off onto the tall rocks.



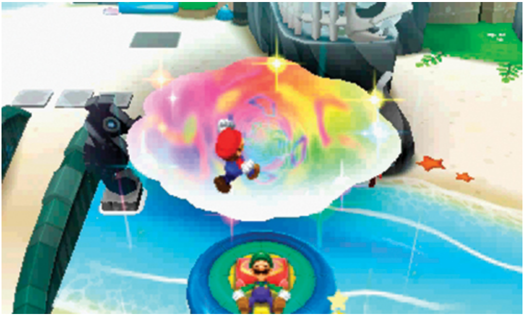


Now that you're atop the rocks on the north side, Side Drill through the cracked branch to the west. On the other side, strike the Event Block—this causes a new blue platform to rise from the sand to the south. Hop aboard the new blue platform and Side Drill through the rock to the west.

Tip

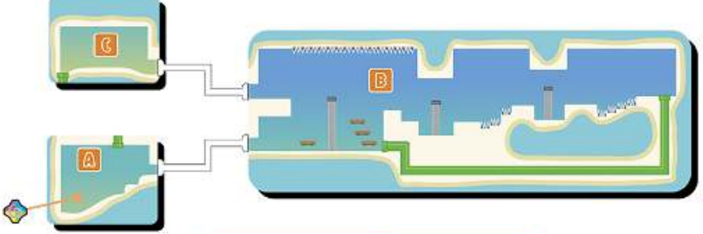


Want to reach the Attack Piece in the northeast corner? Ride the northern orange platform along its circuit, then leap off onto the rocks to the northeast.



You can now access the Dreampoint. Before entering the dream world, strike the nearby red switch with your hammer to raise the nearby bridge, offering access to the north. Now approach the Float Bed and enter the dream world—it's time to find Seabelle, Seadric's sister.

Dream World (D)

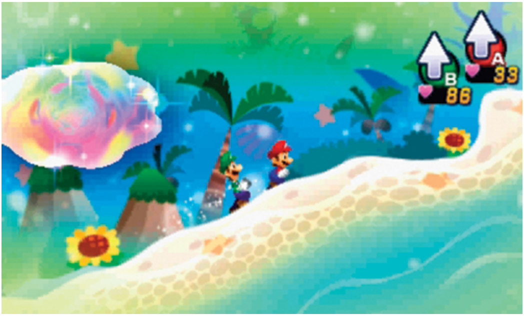


SUMMARY **Enemies:** None

MAP LEGEND

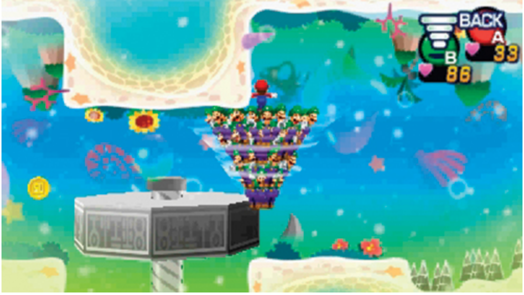
- A Dream World Location
- ? ? Block
- Shop
- M Block
- L Block
- Save Block
- ! Event Block
- A Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

A

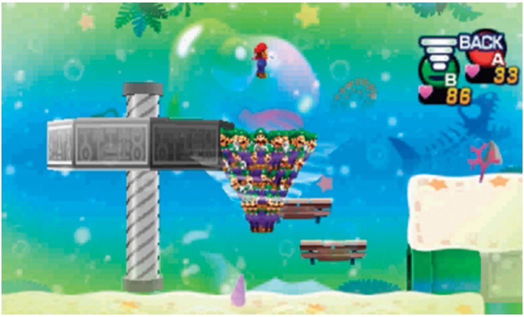


Other than the dream portal, there's nothing in this area. Climb the slope to the right and exit.

B



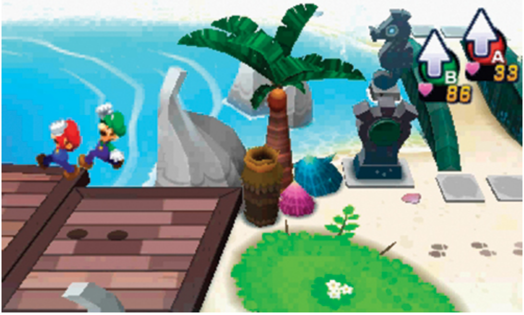
It’s hard to miss the massive Nut & Bolt near the entrance here—there are more scattered throughout this chamber. Enter the nearby pipe to reach the far right side of the room. From there, form a Luiginary Cone and Hover Spin above the spiked floor while traveling to the left. While the Cone is still airborne, make contact with the first Nut & Bolt you encounter. Making contact with this object while you are airborne makes the Bolt spin to the bottom, clearing the path ahead. Continue advancing to the left in Cone form, jumping over the spiked floor while spinning the Bolts out of your way.



As you return to the room’s entrance on the far left, Hover Spin against this Nut & Bolt. This time the Nut travels upward along the Bolt, creating the perfectly elevated platform to reach the room’s exit on the upper left. Hop atop the raised Bolt and Hover Spin to the left to reach the exit. But don’t fly too high—there are spikes on the ceiling above.

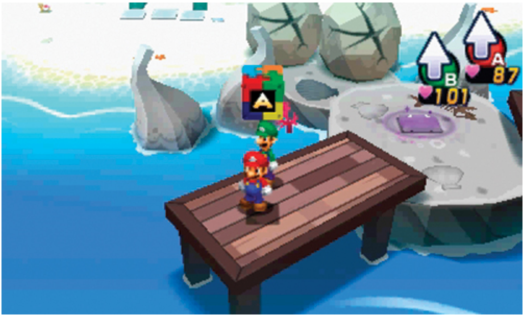
C

Seabelle, Seadric's sister, appears here. Seabelle clearly doesn't get enough visitors. She's far more concerned about her eyelashes than delivering a Dream Egg. But after a very long conversation, and some flattery, Seabelle finally agrees to deliver, producing the first Dream Egg! Exit through the pipe on the left side to return to area A. From there, take the dream portal back to the real world.



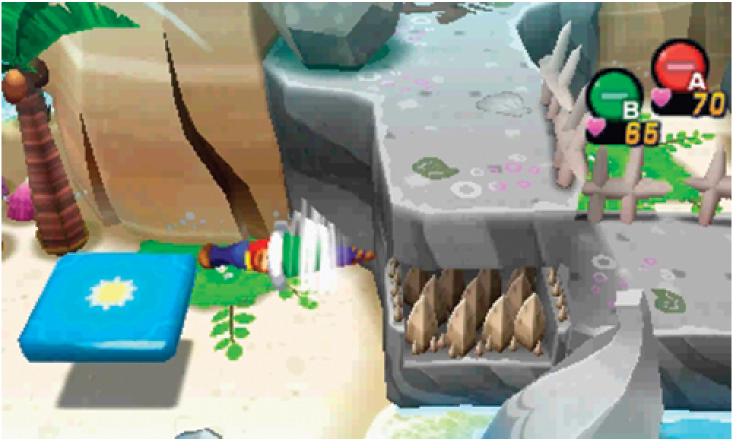
Back in the real world, head back to area 6. Only this time, use the wooden dock in the southwest corner—this allows you to access an Attack Piece and Pi'illo (F). Once back in area 6, head west to reach area 8.

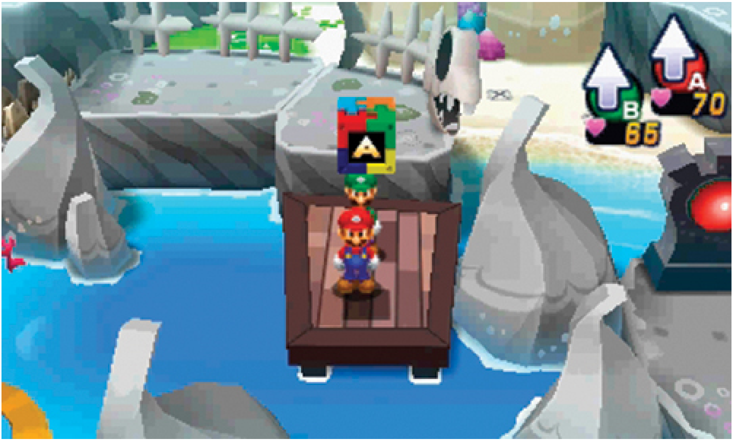
Tip



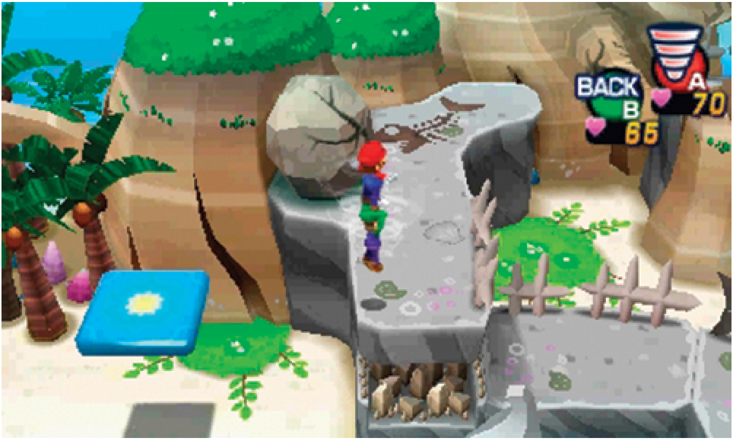
When you reach area 6 you can rescue the Pi'illo (F) and obtain the Attack Piece on the south side. Simply exit area 7 by using the wooden dock to the southwest. Afterward, smash the two boulders to the north to open access to this area.

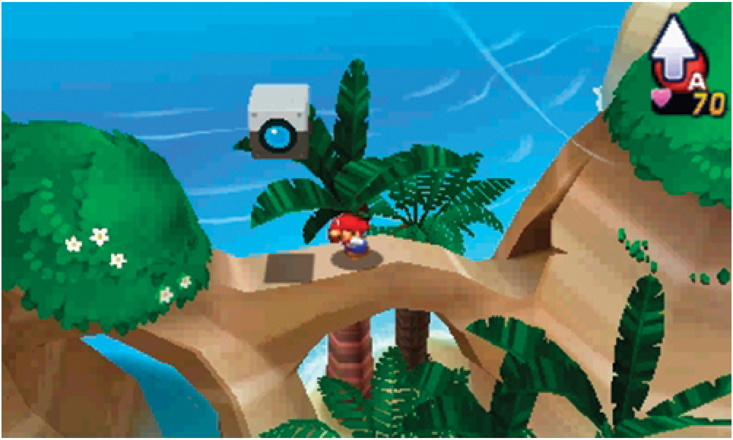
⑧ Southwest Beach



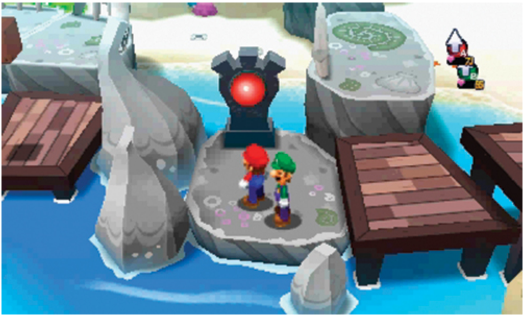


Watch for more Durapurls and Fly Guys here—eliminate them all to gain more EXP. When you're finished battling, move to the west side and board the blue platform—at its first stop, Side Drill through the crevice to the east. The path on the other side leads to another Attack Piece.



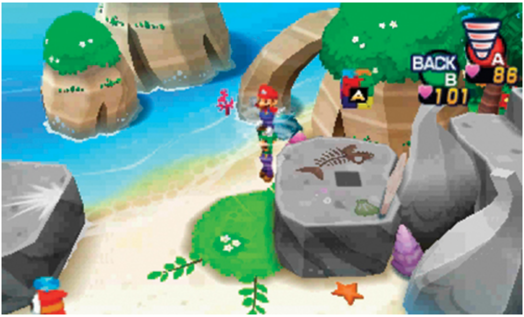


Return to the blue platform to the west and ride it once again. This time wait for the platform to reach its apex, then Spin Jump to the top of the rocks to the east. Smash the boulder to the north to reveal a small hole. Enter the hole as Mini-Mario and move along the narrow ledge to the west to retrieve Driftwood Shore's Camera Block—you can now decrypt the shots back at Kylie Koopa's in Wakeport.



While still atop the western rock, move to the east and Side Drill through the nearby cracked branch. Upon landing on the eastern rock, head south to reach another red switch—be careful not to fall, or else you'll have to backtrack to the west side and try again. Strike the red switch with your hammer to reveal another bridge, leading to the north. But don't head north just yet—instead, move to area 9 to the west.

Tip

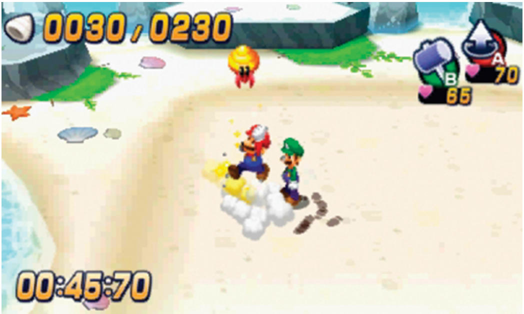


While still atop the eastern rocks, Spin Jump to the rock on the northeast side and return to area 6. Once in area 6, perform another Spin Jump to the east to reach the Attack Piece on the north side.

⑨ Mole Hunt Beach

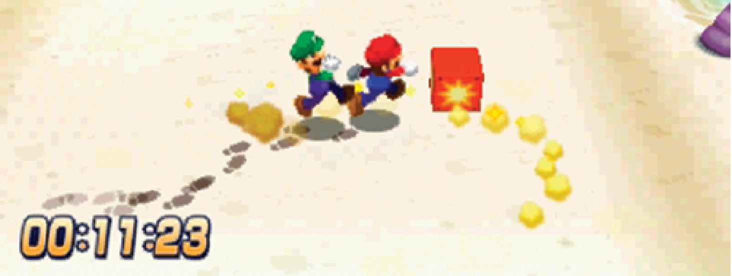
Jes' a simple li'l game I
like to call Mole Hunt!

Dreambert notices another Float Bed over a Dreampoint upon entering this area. But you'll need to play a game of Mole Hunt to reach it—speak with the Shelltop to the south to begin. This lonely guy simply wants some company. But he won't let you cross the bridge here until you play his game—oh, and it costs 10 coins to play. This requires Mole Mario to go underground and retrieve crabs to earn points. There are three different types of crabs, each worth a different point value: brown crabs are worth 10 points, silver crabs net you 20 points, and gold crabs increase your score by a whopping 40 points. Each crab can be obtained by surfacing directly beneath its trail of dust. Alternatively, you can score crabs by whacking the orange explosive block, which appears at least once in the game—this causes all crabs within a wide radius to surface. If you complete the game with 230 points or more, the Shelltop promises to let you cross the bridge—he'll even throw in an Attack Piece.

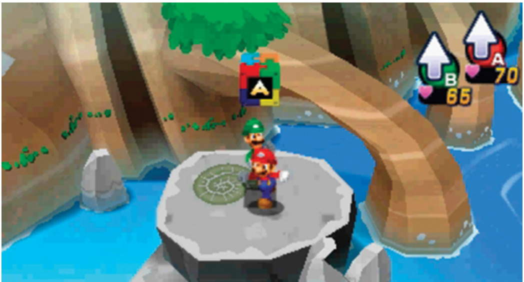


Once you're ready, start the game of Mole Hunt. You're given one minute to score a minimum of 230 points. The crabs move beneath the surface of the sand, creating a visible trail of dust along the surface. Don't try to chase them underground—Mole Mario moves too slow. Instead, study their circular patrol pattens and wait for them to come to you, and only surface when the dusty trail above is aligned with Mole Mario. The brown crabs are easiest to catch, but they're not worth much. So if silver or gold crabs are moving about, ignore the brown crabs. Silver and gold crabs move much faster than their brown counterparts. Be patient and try to ambush them as they perform their circular patrols.

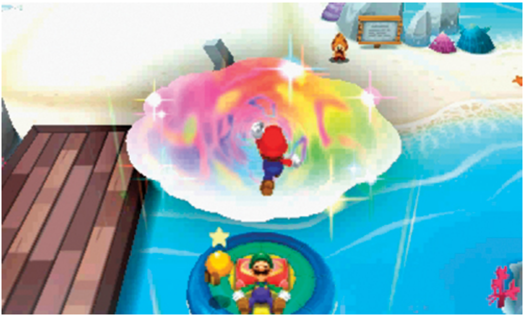
0180 / 0230
A
70
B
65



Taking advantage of the orange explosive blocks is critical in scoring the requisite 230 points. For best results, only strike this block when a gold or silver crab is nearby. When the block explodes, it emits a powerful blast, causing all crabs in its blast radius to surface. But don't wait too long to strike these blocks—they will disappear if you ignore them. Mole Hunt puts your Mole Mario skills to the test, so don't be surprised if you have to play the game a few times before scoring the 230 points required to clear. But once you've succeeded, the Shelltop honors his agreement, handing over another Attack Piece and allowing you to access the bridge to the south.

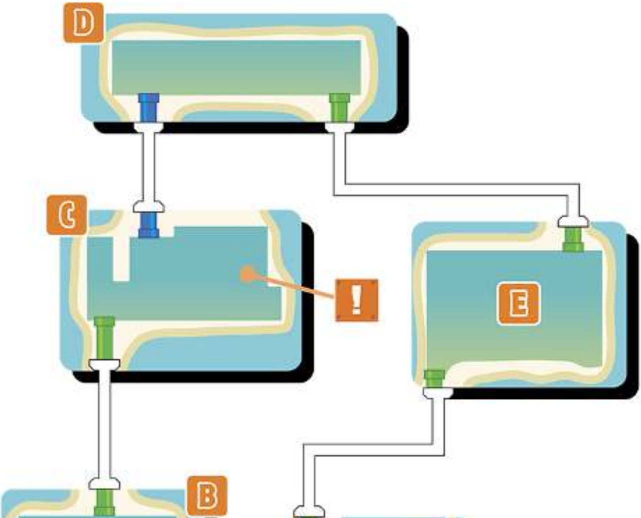


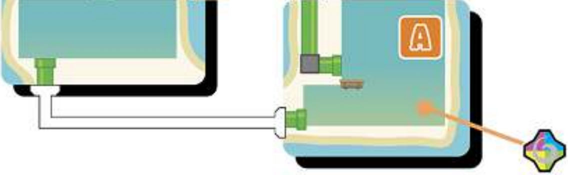
Before accessing the bridge, take a moment to explore the rest of this area. There's another Attack Piece on the rock in the northeast corner. Also, be sure to visit the rocks on the west side. Here you can find a Random Block and Bros. Block, as well as a ? Block containing a 1-Up Deluxe.



Now advance to the bridge in the south and approach the Float Bed—it's time to find Seadric's brother, Seatoon, and obtain the second Dream Egg. As Luigi settles in and falls asleep, a dream portal opens, allowing Mario to enter the dream world.

Dream World (B)





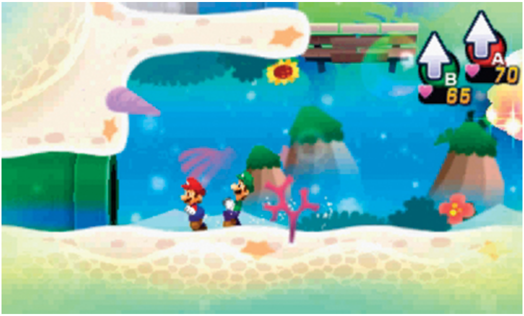
SUMMARY

Enemies: None

MAP LEGEND

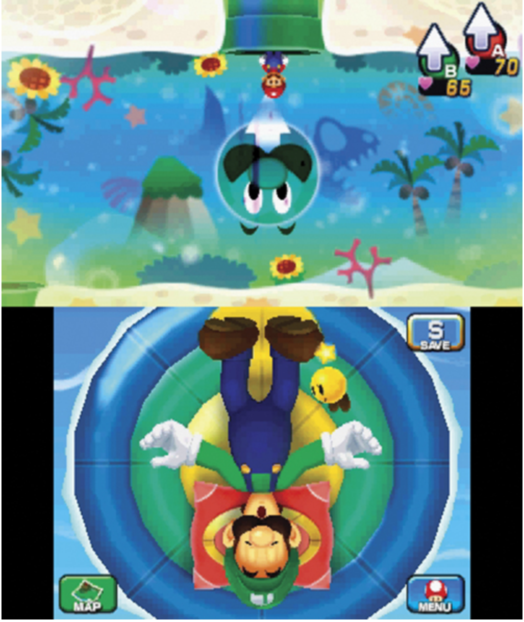
- A Dream World Location
- ? ? Block
- Shop
- M Block
- L Block
- Save Block
- ! Event Block
- A Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

A



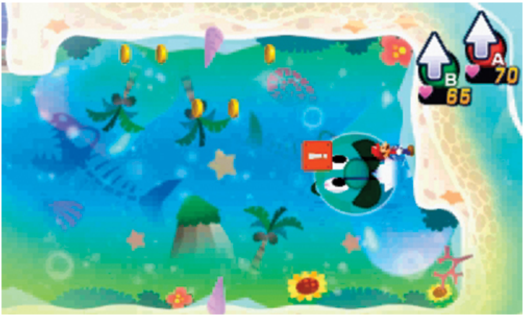
Upon entering the dream world, there's no way to reach the upper level platforms, so simply exit through the green pipe to the left.

B



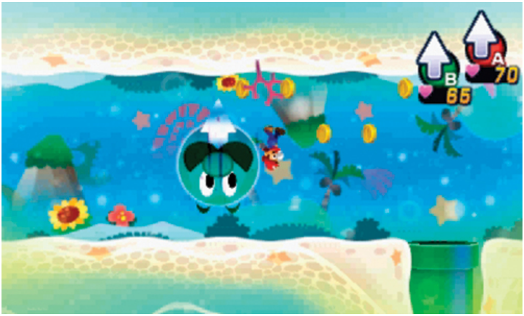
It’s time to learn a new Luiginary Work. Luiginary Gravity works by rotating the Float Bed on the Touch Screen—this alters gravity in the dream world, determining which surfaces Mario can move across. You can rotate the Float Bed in four different configurations, allowing Mario to move along the floor, ceiling, and walls. Rotate the Float Bed 180 degrees so Mario can move along the ceiling. While moving across the ceiling, enter the green pipe above.

C



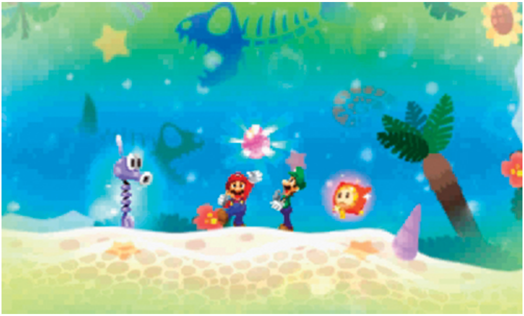
Experiment with Luiginary Gravity in this room by rotating the Float Bed so Mario can reach all the coins—he must move along the walls and the ceiling to collect them. Finally, move along the wall on the right side and strike an Event Block—this opens a hatch covering a purple pipe in the ceiling. Alter gravity once again so Mario can enter this pipe.

D

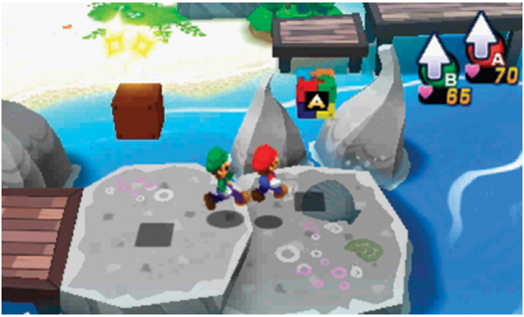


Collect the coins along the ceiling here, then alter gravity once again to enter the green pipe on the floor.

E

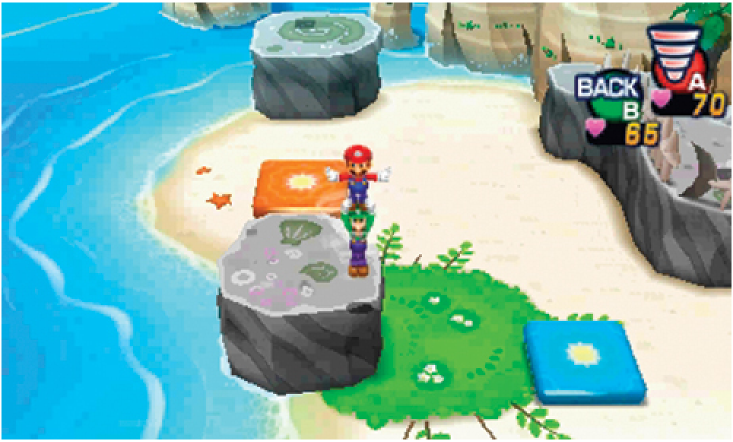


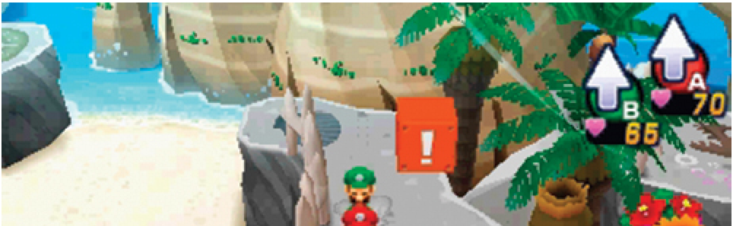
Here Mario, Dreamy Luigi, and Dreambert meet Seatoon. But Seatoon mistakes Mario and Dreamy Luigi for Super Seadrings, characters from his favorite superhero show. Dreambert advises Mario and Dreamy Luigi to play along, but Seatoon eventually realizes his mistake. Despite his disappointment, Seatoon agrees to turn over a Dream Egg. When you're finished talking to Seatoon, enter the nearby green pipe to return to area A. From there, enter the dream portal and return to the real world.



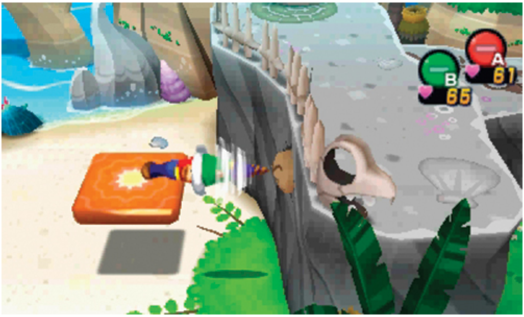
Now it's time to explore the Northwest Beach, in area 10. From the Float Bed, head along the bridge to the east to return to area 9. You enter area 9 on the bridge to the south, allowing you to collect one more Attack Piece. Now cross the bridge to the north to reach area 10.

⑩ Northwest Beach

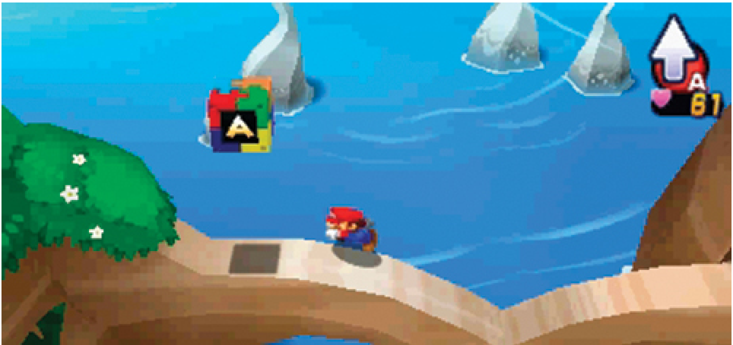


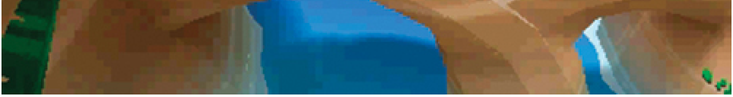


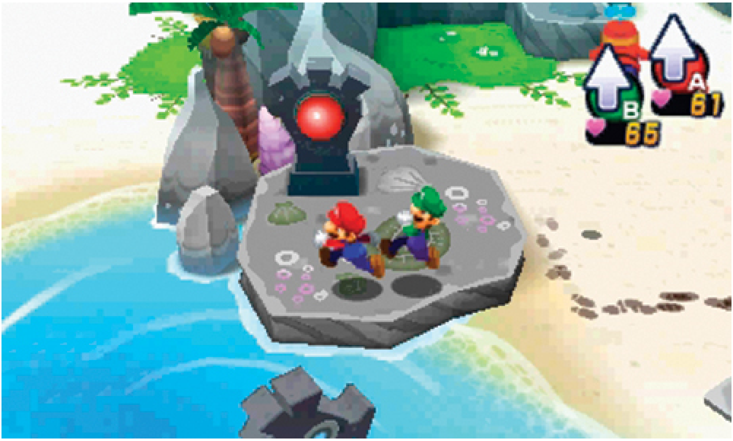
Dreambert senses another Dreampoint upon arrival on this beach—it's located beneath another Float Bed to the east. But before heading for the Dreampoint, take a moment to explore this beach, while battling all the Durapurls and Fly Guys. Head to the west side of the beach and board the blue platform. Ride the blue platform upward, then Spin Jump to the rock on the west side. From the rock, board the orange platform and ride it to the north—the ? Block here contains a Silver Statue. Hop back on the orange platform and ride it toward the rocks to the northeast. Strike the Event Block here to raise another blue platform to the east—this will help you reach the Dreampoint.



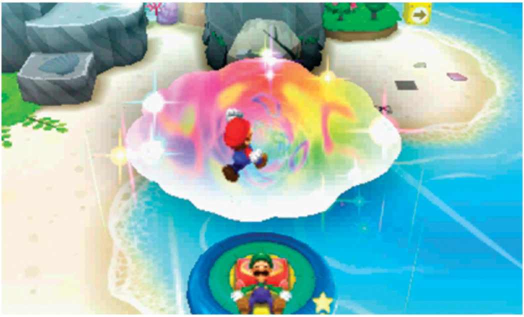
Hop on the newly raised blue platform and ride it upward, jumping on the orange platform to the east. Ride the orange platform on a complete circuit—grab the Ultra Candy in the ? Block to the north. As the orange platform approaches the large rock on the east, Side Drill through the hole in the rock's west-facing wall. You must time the Side Drill just right to hit the mark. But this is the only way to reach the east side of the beach, so keep trying until you make it through.





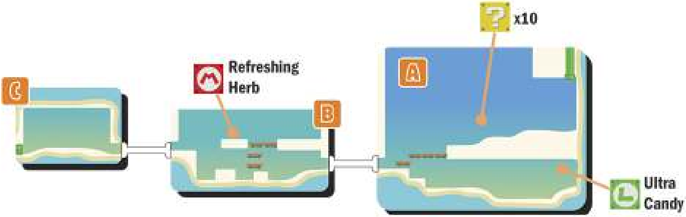


As you emerge on the east side of the large rock, head north along the rock steps. Smash the boulder here to reveal a small hole in the adjoining bluff. Enter the hole as Mini-Mario and cross the narrow strip of land to the west to collect another Attack Piece. Next, drop down to the ground and strike the red switch with your hammer—this activates the bridge to the south, connecting the east and west sides of the beach.



Time to find Seadric's other brother, Seabury, and secure the third Dream Egg. Approach the Float Bed beneath the Dreampoint and enter the dream world.

Dream World (C)



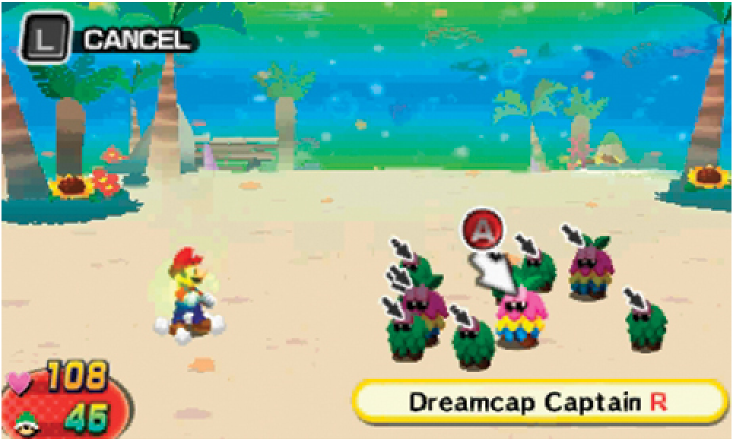
SUMMARY

Enemies: Dreamcap R, Dreamcap Captain R, Spiny, Lakitu

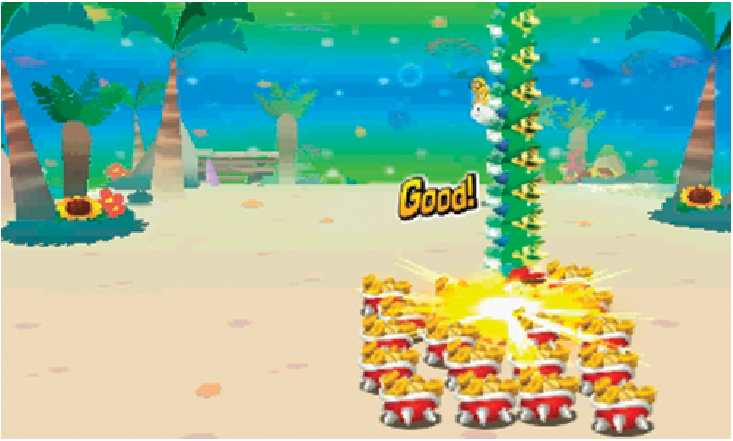
MAP LEGEND

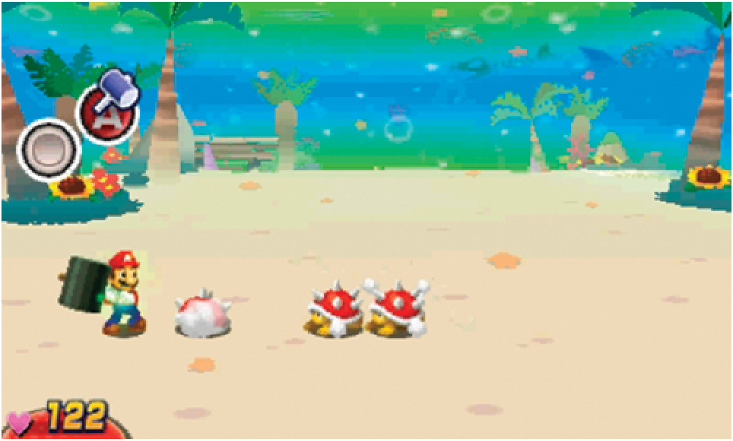
- A Dream World Location
- ? ? Block
- Shop
- M Block
- L Block
- Save Block
- ! Event Block
- A Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

A

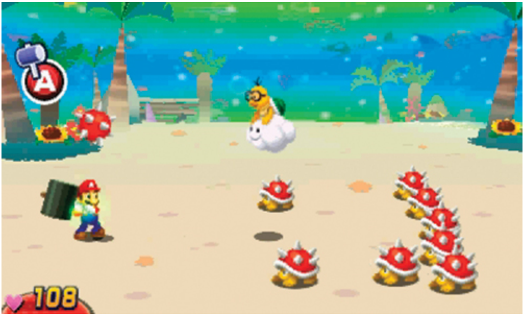


Unlike the previous dream worlds, there are enemies here—so watch your step. This is the first time you encounter the Dreamcap Captain R and their Dreamcap R subordinates. Be ready to counter their charging attacks by whacking these enemies with your hammer or by jumping on them. The trick to defeating these enemies is eliminating the Dreamcap Captain Rs first. When there are no more Dreamcap Captain Rs left, the remaining Dreamcap Rs don't know what to do, forfeiting their turn to attack. Simple Jump attacks are sufficient for eliminating all of these enemies.



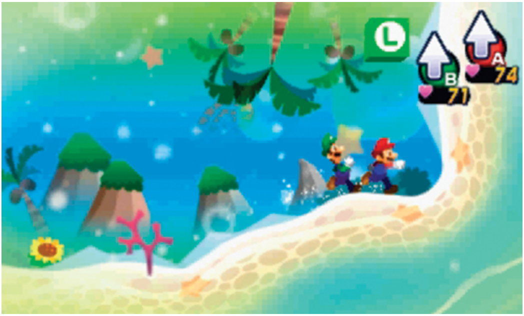


Also be on the watch for Lakitus floating above—wait for them to dive, then initiate a battle with a Hammer attack. But once the battle begins, the Lakitus let their Spiny friends do most of the fighting. These spike-covered enemies are vulnerable when knocked on their backs—this is why a Hammer attack is the best preemptive method. Every time these enemies are struck with a Hammer attack, they flip belly-up, exposing their soft underbelly. Only perform Jump attacks when these guys are on their backs. When it's their turn to attack, the Spinies often come marching at Mario in a staggered line. Hit the first Spiny with your hammer to knock it on its back. Then wait for the remaining Spinies to form a straight line—hit the flipped Spiny again with your hammer to send it flying at the rest of Spinies. If you miss the full line of Spinies, be ready to defend yourself with your hammer as the remaining Spinies perform spin attacks, approaching from the top and bottom. In another attack, the Spinies attack in column formations—pay attention when they make their formations. If a Spiny jumps during the formation phase, it means they'll jump when they approach Mario. Line yourself up with the Spinies who don't jump, then simply jump over them when they approach. If you encounter a jumping Spiny in midair, you'll take damage.



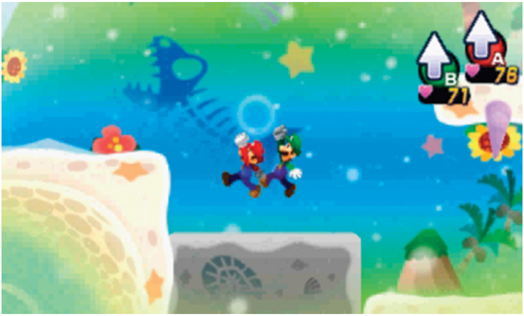
Tip

Eventually Lakitus will join the battle too, approaching from the background to throw more Spinies at Mario—knock the Spinies back with your hammer. But carefully watch the object in the Lakitu's hand—they sometimes throw Mushrooms. Let the Mushrooms hit Mario to restore his HP. If you hit a Mushroom back, it restores Lakitu's HP. Defeating Lakitus and their Spinies earns you a lot of EXP, so always seek out these encounters.



Before exiting to the left, explore the lower level of this area to battle more enemies. There's an L Block on the far right containing Ultra Candy. Finally, exit on the left side.

B

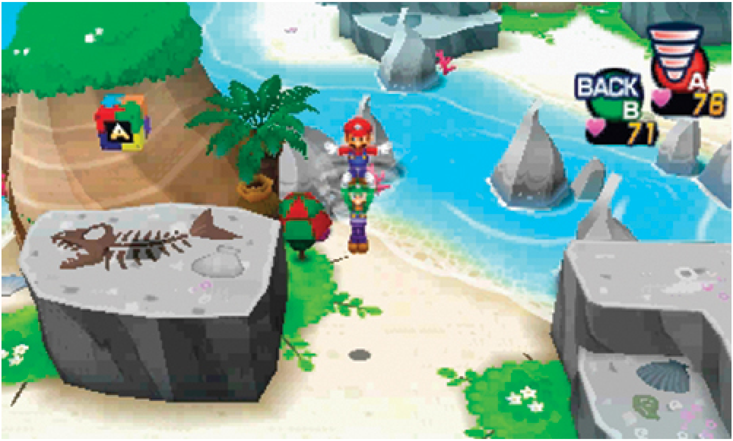


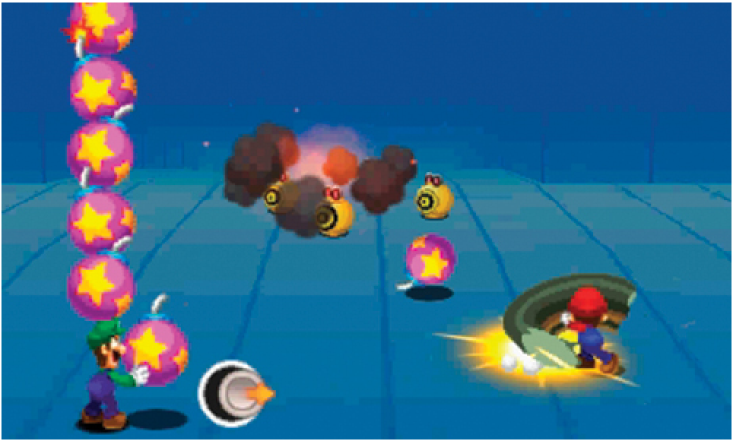
More Dreamcap Captain Rs and Lakitus can be found here—battle them all. Climb to the upper level and strike the Event Block on the right. This raises a large stone on the far left side, allowing you to reach the exit. Move to the left and strike the M Block along the way to obtain a Refreshing Herb. Drop down onto the large stone below, then jump up to reach the exit on the left.

C

Seabury is waiting for Mario and Dreamy Luigi here. But like his talkative siblings, Seabury doesn't give up the Dream Egg immediately. Instead, he's more interested in telling jokes…bad jokes. But Seabury finally produces the Dream Egg. With all three Dream Eggs, you can now head back to the first Dreampoint and rendezvous with Seadric. Exit through the pipe on the left to return to area A, then leap through the portal to return to the real world.

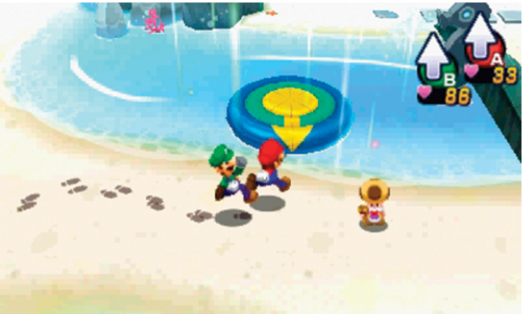
② North Beach





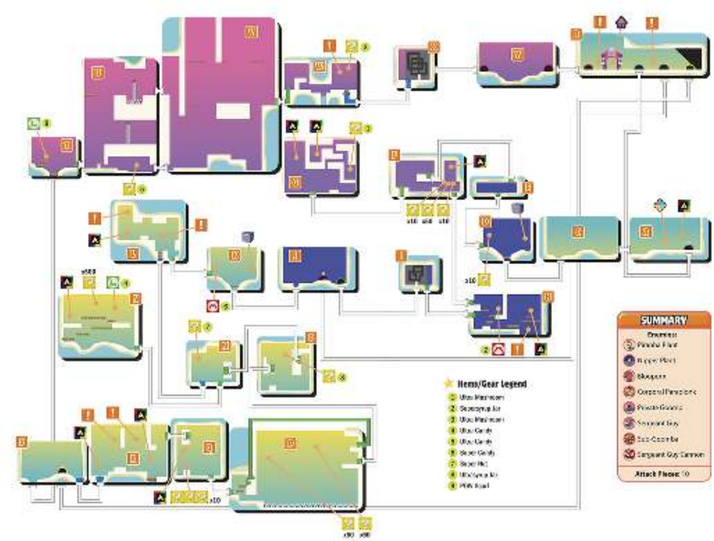
Head east to return to area 2—battle the Durapurl here. Earlier, this side of the beach was inaccessible. But by approaching from the east side, you can now retrieve the final Attack Piece. Jump on the large rock to the east, then Spin Jump to the west to reach the Attack Piece. Assuming you've collected all other nine Attack Pieces, grabbing this one unlocks Mario's Bomb Derby Bros. Attack. During this attack, Luigi lobs a series of bombs toward Mario, prompting him to strike each incoming bomb with his hammer, launching them toward a distant group of enemies. This is a very powerful attack ideal for dealing damage to multiple enemies. However, it can be difficult to master—use the Circle Pad to toss bombs while pressing Ⓐ to swing Mario's hammer. Once you establish a steady rhythm, it becomes easier. But you must work quickly to knock all the bombs toward the enemies before they all explode in Luigi's hands. The attack ends prematurely if the bombs explode, but fortunately, Luigi takes no damage from the blast—it just singes him temporarily. Practice the Bomb Derby Bros. Attack until you score several Excellents in a row.

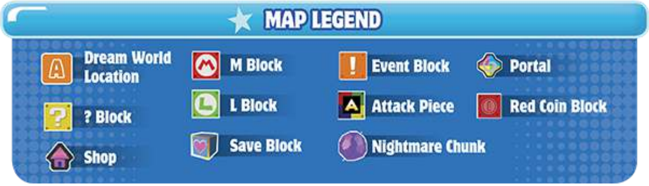
⑥ South Beach



Now that you have all three Dream Eggs, return to the Float Bed here to meet up with Seadric in the dream world. Toadsworth is standing next to the Float Bed, while Princess Peach is still inside the dream world. Hopefully these Dream Eggs will do the trick, expanding the dream world and creating a safe haven for Princess Peach.

Dreamy Driftwood Shore (A)

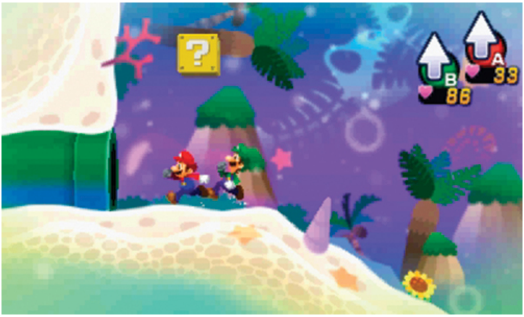




C

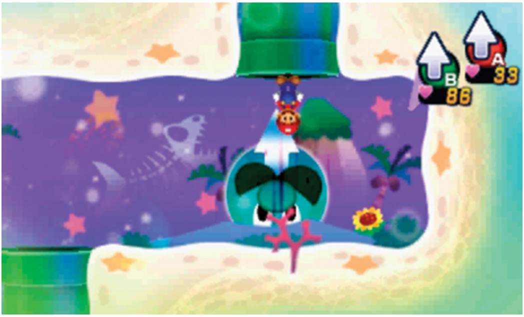
Upon your return to Dreamy Driftwood Shore, head straight for area C to rendezvous with Princess Peach—she's still waiting where you left her. Seadric appears as Mario and Dreamy Luigi approach. Mario hands over the first Dream Egg, which Seadric inhales. When prompted, jump on Seadric's head—this prompts him to spew a variety of objects from his mouth, effectively creating new dream world areas. Lastly, a bridge appears, leading to the new area. Dreambert suggests Mario and Dreamy Luigi scout ahead before Princess Peach enters this new unexplored area of the dream world. Step onto the new bridge and press up on the Circle Pad to enter the next area.

D



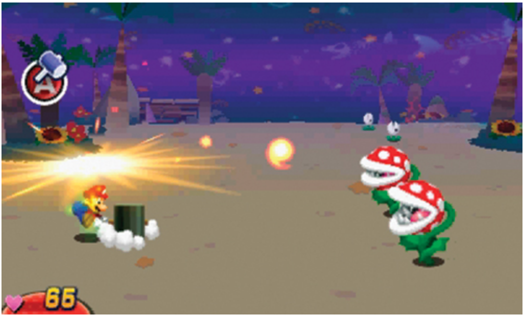
There's a Save Block on the right side of this area. Consider saving your game here before exiting. After saving your game, move to the left side, strike the ? Block to earn some coins, and then enter the green pipe on the left.

E

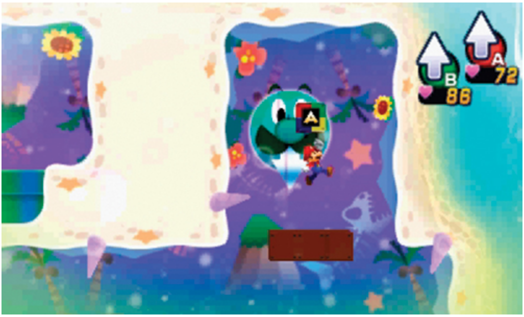


Use Luiginary Gravity and rotate the Float Bed so Mario can move along the ceiling. Once you've collected all the coins, exit through the green pipe in the ceiling.

F

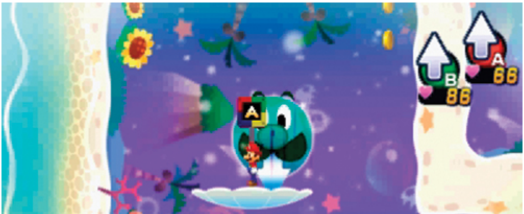


Luiginary Gravity is still active in this area, putting Mario on the ceiling upon his arrival. Watch out for the Piranha Plants here—don't get hit by their incoming fireballs. Instead, approach and whack them with your hammer to initiate a battle. Jump over their fireball attacks during the battle. But also watch out for the Nipper Plants they conjure in the background—use your hammer to knock back the fireballs these distant enemies hurl at Mario, sending them flying at the Piranha Plants. When you're not dodging or countering the enemy attacks, perform Jump attacks to eliminate the Piranha Plants—once they're defeated, you don't need to worry about the Nipper Plants in the background.

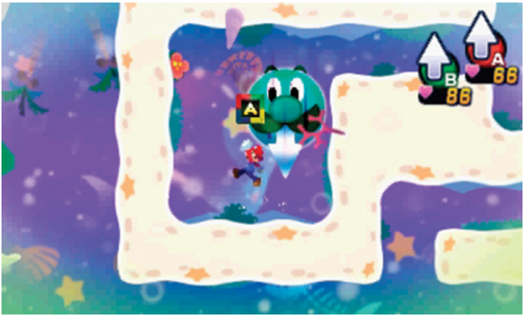


Alter gravity to maneuver through this area, and don't forget to collect the Attack Piece on the right side. You'll need to stand atop the three ? Blocks to reach it. Afterward, enter the green pipe on the lower left.

G

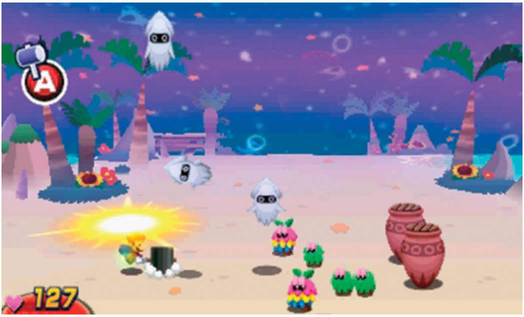


There are two Attack Pieces in this dead-end area, and you must use Luiginary Gravity to acquire both of them. First, make your way onto the Hanging Platform above the Attack Piece on the left. Once on the Hanging Platform, rotate the Float Bed 180 degrees so Mario can strike the Attack Piece from the bottom.

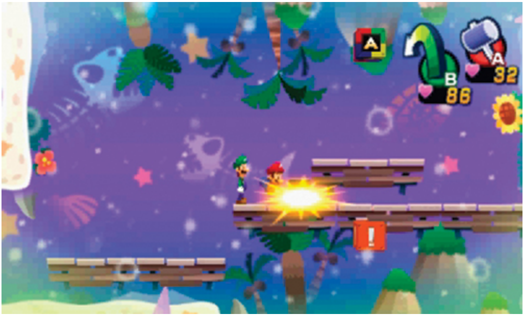


The second Attack Piece is located in a maze-like enclosure in the upper-right corner. Here you must use Luiginary Gravity to navigate through this simple maze. But don't neglect the ? Block here—it contains a Super Mushroom. Work your way toward the Attack Piece and grab it by striking it from beneath. With both Attack Pieces in your possession, return to the pipe where you entered. Advance to the right side of area F and exit through the green pipe on the bottom right.

H

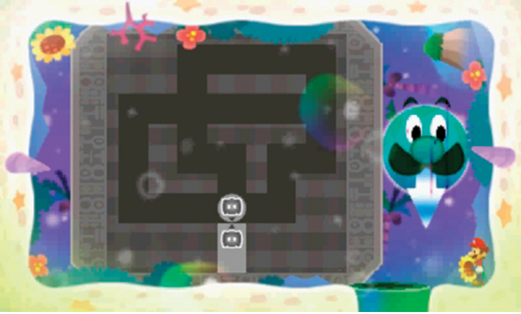


Grab a Supersyrup Jar from the M Block here, then descend to the lower level. Watch out for Spinies here—strike them with your hammer to initiate a battle. Also, watch out for the vase-like objects—these are Bloopurns. Don't get hit by the squid-like Bloopers ejected from these enemies—during battle, strike the Bloopers with your hammer, knocking them back at the Bloopurns. In addition to producing Bloopers as their projectile attack, the Bloopurns can also unload Dreamcap Captain Rs and Dreamcap Rs. Remember, target the Dreamcap Captain Rs first, then deal with the Dreamcap Rs last, after the Bloopurns have been defeated. Standard Jump attacks work best against the Bloopurns. Or if you want to end the battle quickly, consider using a Luiginary Attack.



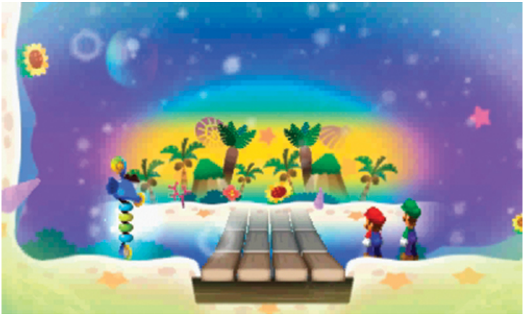
Grab the Attack Piece on the upper-right platform, then strike the Event Block below to raise a large stone to the left, allowing you to reach the exit. When you've finished battling all the enemies here, enter the lower green pipe on the right side.

I



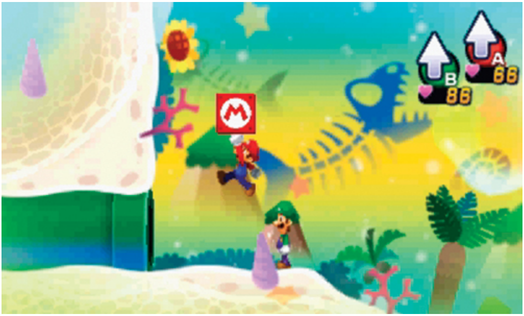
This room contains a large puzzle requiring you to use Luiginary Gravity to move a round Pi'illo symbol along a maze-like path. Use the following Float Bed rotations to move the round symbol toward the stationary symbol at the bottom: right, up, right, up, left, down, right, down. Once the two symbols are adjacent, the maze descends into the sand, revealing a pipe—enter it.

J



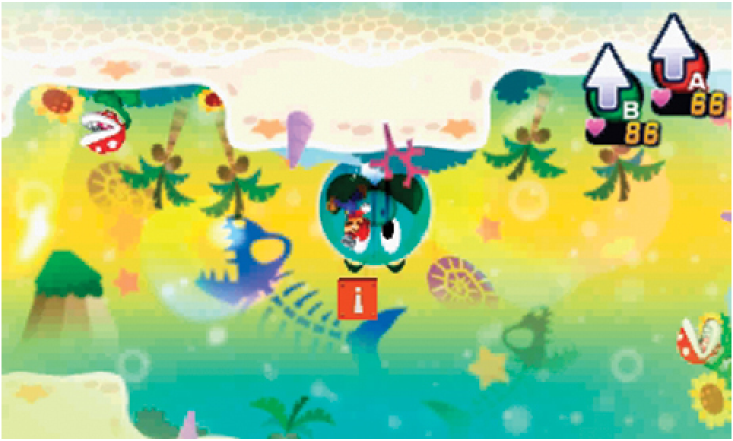
The purple pipe here leads back to area B, allowing you to access the shop from a different direction. But there are more pressing matters to attend to. On the left side, Seadric requests the presence of Mario and Dreamy Luigi—speak with him. Seadric is surprised to hear there's monsters here—something's not right. He fears some sort of evil must have lured the monsters here. For this reason, they need to move Princess Peach deeper into the dream world were she'll be safe. Seadric inhales the next Dream Egg—jump on his head when prompted to trigger the creation of a new dream world area. Princess Peach catches up with the gang here and agrees to stay put while Mario and Dreamy Luigi scout out the new area. Step onto the new bridge and press up on the Circle Pad to enter the new area.

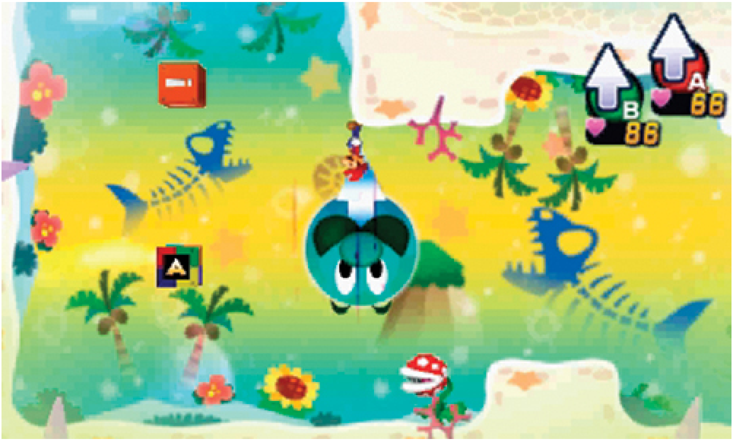
K



There's a Save Block on the right side of this area—consider saving your game. Afterward, move to the left and strike the M Block to retrieve Super Candy, then exit through the green pipe on the left.

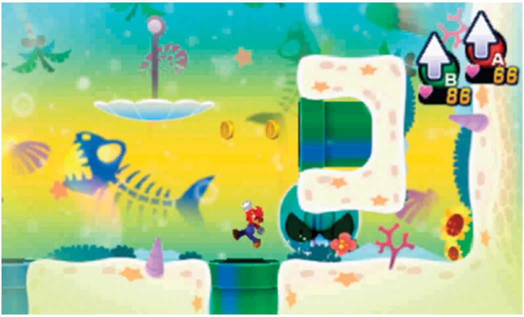
L





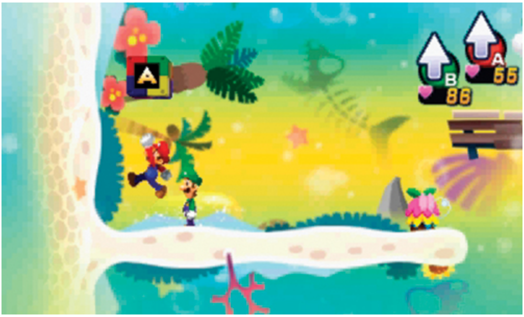
Use Luiginary Gravity to navigate this area. But be careful to avoid contact with the Piranha Plants until you're ready to do battle. Move along the ceiling and strike the Event Block to smash one of the gates blocking access to the blue pipe on the floor. Another Event Block is located on the left side, along with an Attack Piece. Hit the Event Block while moving along the wall on the right—this smashes the second gate covering the blue pipe. Next, strike the Attack Piece from the floor before exiting through the blue pipe.

M



Keep using Luiginary Gravity to gather the coins and strike the ? Block (containing a Super Nut) in this area. There are two pipes to choose from here. Exit through the green pipe on the floor first.

N

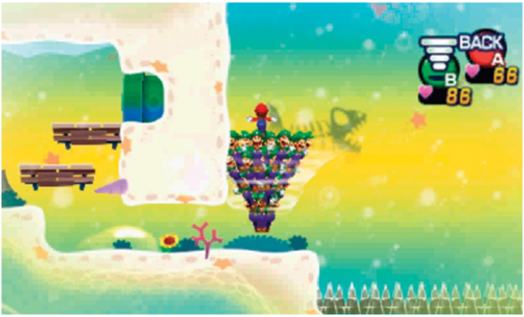


This is another dead-end area, but it’s worth exploring—there’s an Attack Piece on the upper-left side. Battle the Bloopurns, Spinies, Dreamcap Captain Rs, and Lakitus while advancing toward the Attack Piece. Strike an L Block (containing Super Candy) along the way, grab the Attack Piece, and then return to the pipe where you entered. Back in area M, enter the other green pipe, leading to area O—you must use Luiginary Gravity to access it.

O

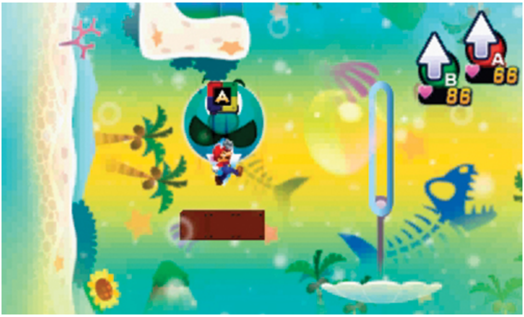
Once again, use Luiginary Gravity to navigate this room. There are coins along the ceiling in the upper-right corner and a ? Block containing an Ultrasyrup Jar. When you're finished looting this area, enter the green pipe on the right—approach it from the ceiling, then alter gravity to drop on top of it.

P



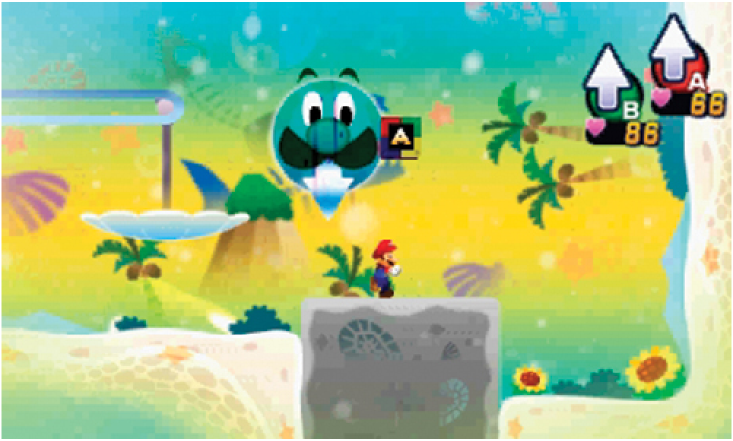
Watch your step here—the spikes lining the floor are bad news. Form a Luiginary Cone and Hover Spin to the left, collecting coins along the way. You can even strike a couple of coin-filled ? Blocks along the way. There are two pipes on the left side—the upper pipe on the right leads back to the room's entrance, while the lower pipe on the left leads to area Q.

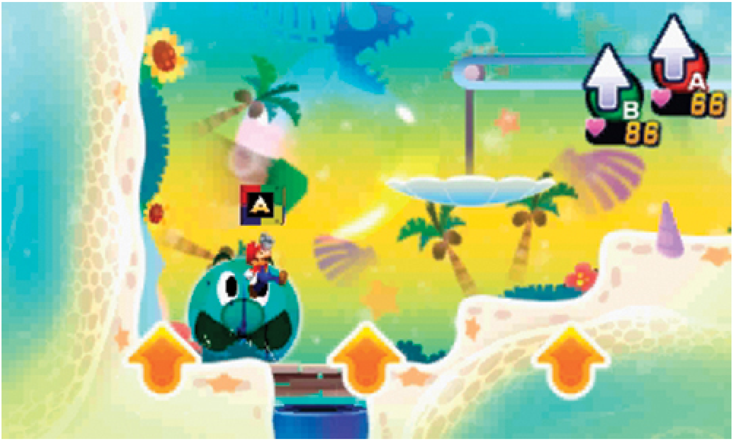
Q



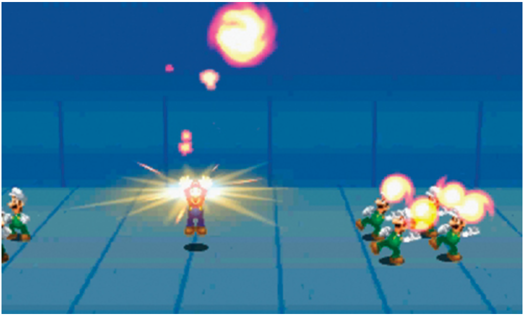
Luiginary Gravity is essential here for reaching another Attack Piece as well as the exit pipe, located in the upper-left corner. Get atop the three ? Blocks on the left side to reach the Attack Piece. Next, use the nearby Hanging Platform to reach the green pipe leading to area R.

R



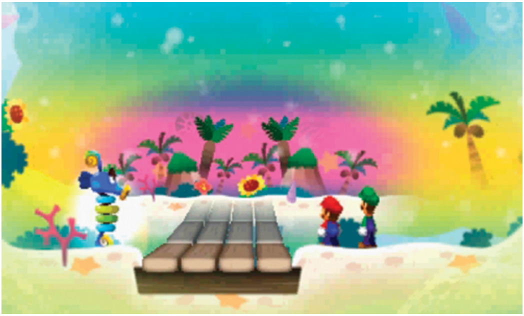


Two more Attack Pieces await in this area. Using Luiginary Gravity, work your way toward the two Event Blocks here first. The Event Block on the left side raises a large rock, allowing you to reach the Attack Piece on the right. The Event Block on the right causes the blue pipe in the left corner to smash through the barrier above it, allowing you to enter. Before entering the blue pipe, grab the nearby Attack Piece.



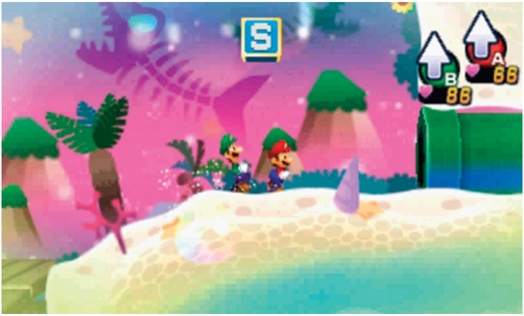
Acquiring all ten Attack Pieces in Dreamy Driftwood Shore unlocks the Luiginary Flame attack. During this Luiginary Attack, Mario produces a flame by pressing Ⓐ . The flame then bounces at a steady pace across several sets of Luiginoids—press Ⓑ each time the flame makes contact with the Luiginoids. The flame grows larger and larger with each successful juggle. But as the flame crosses from one set of the Luiginoids to the next, Mario must occasionally fill in gaps among the Luiginoids to keep the flame growing—press Ⓐ to make Mario juggle the flame. When the flame reaches critical mass, Mario must use his hammer to direct it at a group of enemies. Once mastered, this is a very powerful attack. Take a moment to practice it before using it in an actual battle.

S



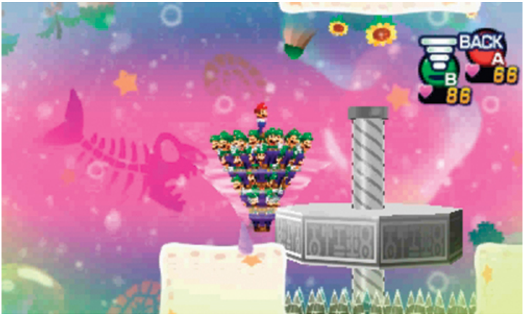
The orange pipe here leads back to the shop in area B—consider taking a slight detour in to stock up on items and gear. But Seadric is also here, eager to expand the dream world with another Dream Egg—speak with him to begin the transformation process. Once Seadric inhales the Dream Egg, jump on his head to assist in the creation of a new area. Seadric reports that this is the deepest end of the dream world. He feels Princess Peach will be plenty safe here. But he's still perplexed about the presence of monsters here—who could be luring them? To be safe, Princess Peach agrees to stay here while Mario and Dreamy Luigi scout ahead. Cross the newly formed bridge to enter the next dream world area.

T



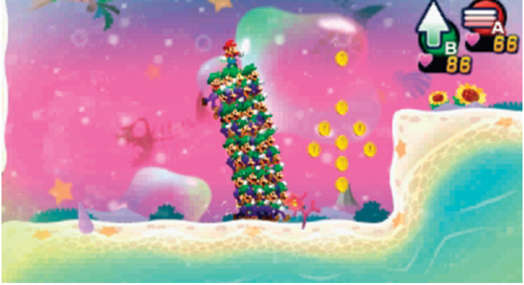
Explore the left side of this area first to obtain a POW Scarf from the L Block. Then head to the right, saving your game at the Save Block before exiting through the green pipe.

U



Form a Luiginary Stack and Spring Jump upward to reach the first ledge to the right. Here form a Luiginary Cone and Hover Spin to rotate the Nut & Bolt—there are coins at the far end of this alcove. As the Luiginary Stack, Spring Jump upward again to reach the ledge above. Here you need to Hover Spin as the Luiginary Cone to lower the Nut & Bolt, creating a platform necessary to cross over the spiked floor. Exit on the upper-right side.

V

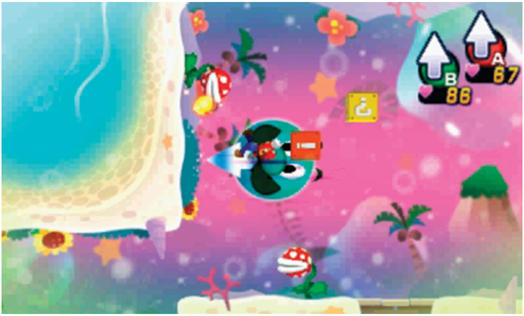


Form a Luiginary Stack upon entering here and Ground Pound through the nearby rocks to reach the bottom of this chamber. There are several arrows formed from coins here—use these as your guides of where to perform Spring Jumps. Then Ground Pound your way back to the floor, smashing through more rocks. Work your way to the pipe on the right side to enter area W.

Tip

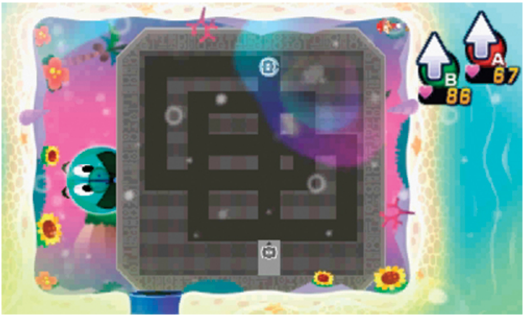
Exit through the lower-left passage in area V to return to area U and obtain Ultra Candy from a ? Block

W



This maze-like room is filled with coins and Piranha Plants. Use Luiginary Gravity to carefully navigate through here, careful to avoid contact with the Piranha Plants and their fireballs until you're ready to battle. On the right side, move along the left wall to strike an Event Block, causing the blue pipe to crash through the barrier below. Clear out all the Piranha Plants here and grab the Ultra Mushroom from the ? Block before entering the blue pipe.

X



The maze-like puzzle here functions just like the one you encountered in area I. But this one's a bit more elaborate, requiring you to use Luiginary Gravity to match the two Pi'illo icons. Rotate the Float Bed in the following directions to solve this puzzle: right, up, left, up, right, down, left, up, right, and down. As the puzzle descends into the sandy floor, a new pipe is visible. But before Mario and Dreamy Luigi can enter the pipe Princess Peach emerges from the blue pipe. Eager to reach safety, Peach enters the new green pipe on her own, advising you to save your game. Follow Princess Peach into the green pipe to enter the final area.

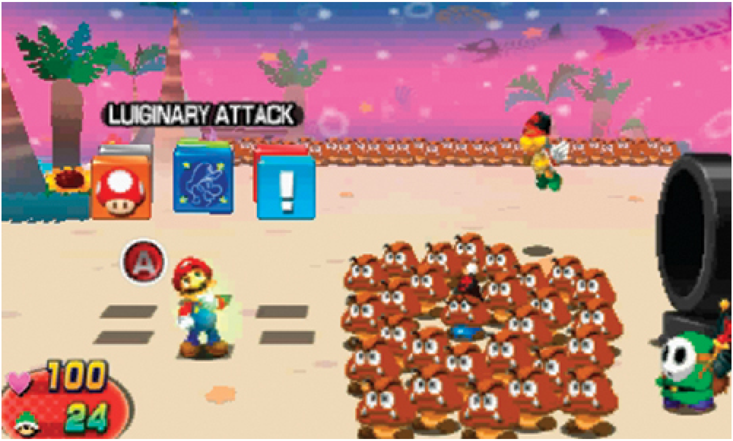
Tip

Before entering the green pipe, take a moment to replenish your HP and BP by consuming Mushrooms and Syrup Jars—another big battle is just ahead.

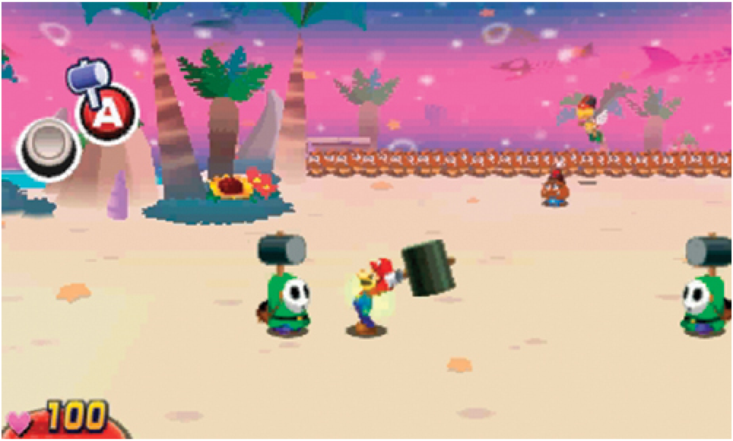
Y

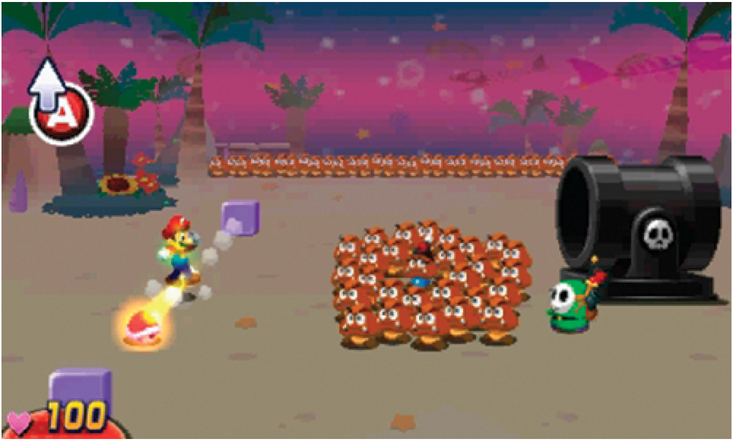
As Mario and Dreamy Luigi enter this area, barricades are raised over both exits, preventing them from escaping. What's going on here? However, Princess Peach doesn't seem too worried. That's because this isn't Princess Peach at all—it's Kamek dressed as Princess Peach! Kamek has used this clever disguise to lure Mario here—Kamek is the one who's been luring all the monsters here. Now that Mario and Dreamy Luigi are trapped in this remote dream world, Kamek orders Private Goomp, Sergeant Guy, and Corporal Paraplonk to finish them off. The Elite Trio, Bowser's honor guards, have a lot riding on this battle. So they step off to the right and discuss strategy (and possible promotions) before initiating the battle.

Elite Trio Battle

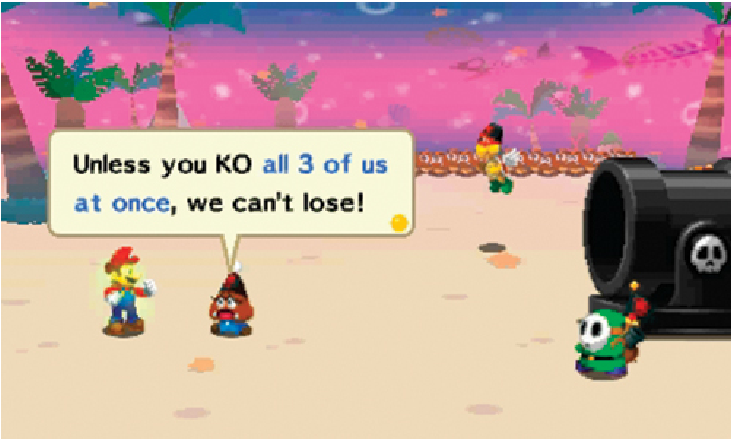


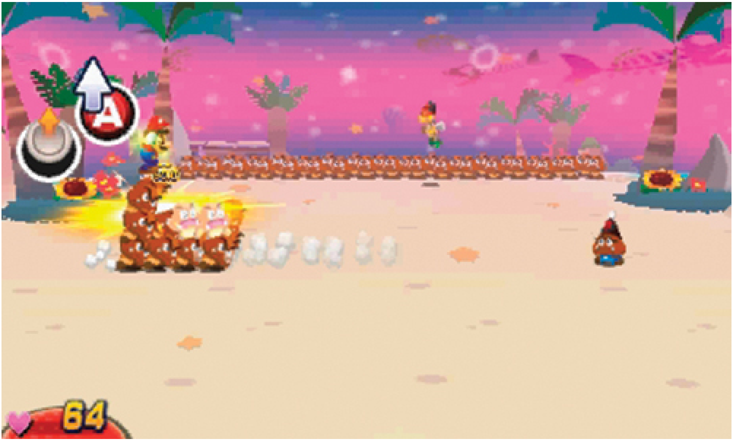
As the battle gets underway, Private Goomp surrounds himself with multiple Sub-Goombas, with an army of more Sub-Goombas in the background. Corporal Paraplonk floats above the crowd while Sergeant Guy stands next to a massive cannon on the right. Don't hold back on these guys—start off by initiating a Luiginary Attack, such as the Luiginary Ball or even the new Luiginary Flame. The goal here is to knock out Private Goomp, Sergeant Guy, and Corporal Paraplonk simultaneously, otherwise they can revive and heal each other. Luiginary Attacks are your best option at dishing out a ton of damage against all three enemies.



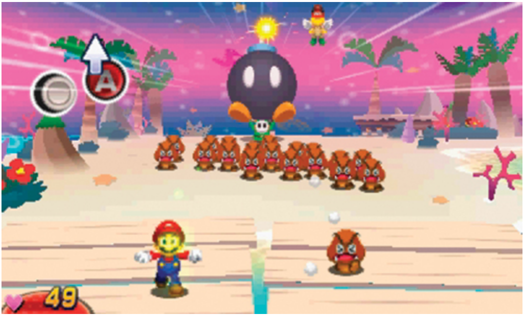


After your attack phase, get ready to dodge and counter the enemy attacks. Use your hammer to whack the various Sergeant Guy imposters rushing toward you from different angles—these are actually Sub-Goombas in disguise. And be ready to leap over (or on) Corporal Paraplonk as he launches himself at Mario, while bouncing between two blocks. If you land on his shell, it will fly toward the Sub-Goombas, including all the Sub-Goombas in the background.

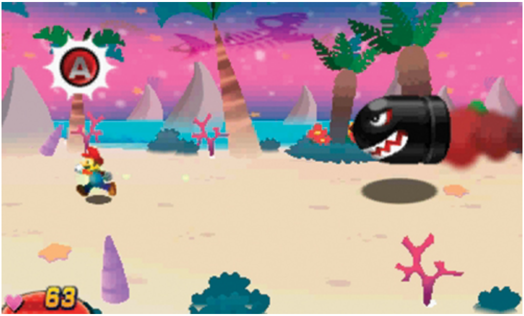




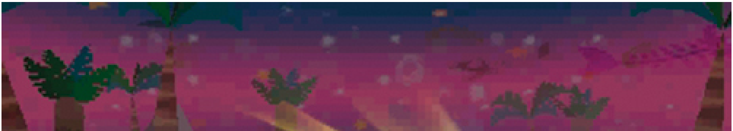
After evading and countering a series of attacks, keep hitting the enemies hard with one Luiginary Attack after another. Private Goomp is the most likely to fall first, but he's quickly revived by his comrades—this is why it's so important to knock out all three enemies at once. Be ready to counter Private Goomp's attack when he sends his army of Sub-Goombas charging at Mario. Leap on the incoming formation, sending them back at Private Goomp. Continue this volley until the Sub-Goombas trample Private Goomp.



During one of Sergeant Guy's most elaborate attacks, he comes charging at Mario with a massive bomb, with the Sub-Goombas leading the chase. Jump on (or over) the incoming Sub-Goombas as they come charging at Mario. Private Goomp makes a pass too—try to jump on him to inflict more damage. Keep dodging (or countering) the incoming Sub-Goombas until the bomb explodes, inflicting heavy damage on all enemies.

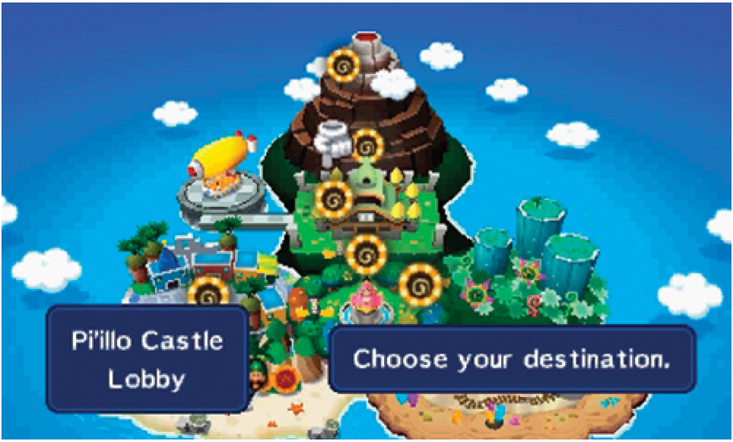


Sergeant Guy also fires a massive Bullet Bill (loaded by pink Sergeant Guy Cannon enemies) from the cannon—it takes Sergeant Guy one turn to load the cannon and a second turn to fire it. But be ready to move when that Bullet Bill comes zooming at Mario. Rapidly press Ⓐ to boost Mario's speed, keeping him a few paces ahead of Bullet Bill. Bullet Bill eventually loses altitude, bouncing along the ground and crashing back into Sergeant Guy.



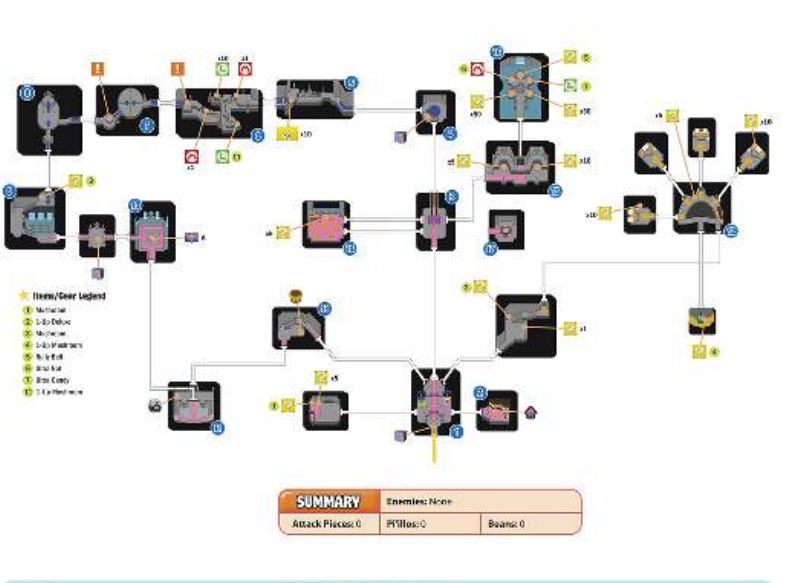
Keep scoring heavy damage with Luiginary Attacks. If your BP is running low, take a turn to consume a Supersyrup Jar, then keep the Luiginary Attacks rolling throughout the battle. If you keep attacking in this fashion, the battle will end soon. You earn Counter Wear for defeating Corporal Paraplonk, an Action Hammer for besting Sergeant Guy, and a Mushroom for knocking out Private Goomp. Kamek is disappointed in the performance of the Elite Trio—for their punishment, he orders them to clean Bowser's castle. After banishing the Elite Trio, Kamek reveals that the real Princess Peach has already been kidnapped by Bowser and is being held at Neo Bowser Castle. As Kamek makes his exit, Dreambert advises heading back to the real world—they need to devise a new strategy. Enter the pipe on the right side to return to area B. From there you can return to area A by passing through the blue pipe. Jump into the dream portal there to return to the real world.

Destination: Pi'illo Castle



Back in the real world, Starlow and Toadsworth are distraught at the news of Princess Peach being kidnapped by Bowser. Starlow suggests heading back to Broque Madame's shop—perhaps she can offer some insight. Broque Madame is surprised at the news as well. But she reports that Dr. Snoozemore has returned and is now back at Pi'illo Castle. Dr. Snoozemore is the proprietor of Pi'illo Island and has been conducting research on the island's history and the Pi'illos. Dreambert feels Dr. Snoozemore might have some information that is useful for reaching Neo Bowser Castle. Leave Rose Broquet and make a beeline for the Warp Pipe in area 3—this is the quickest way back to Pi'illo Castle. Hopefully Dr. Snoozemore can help.

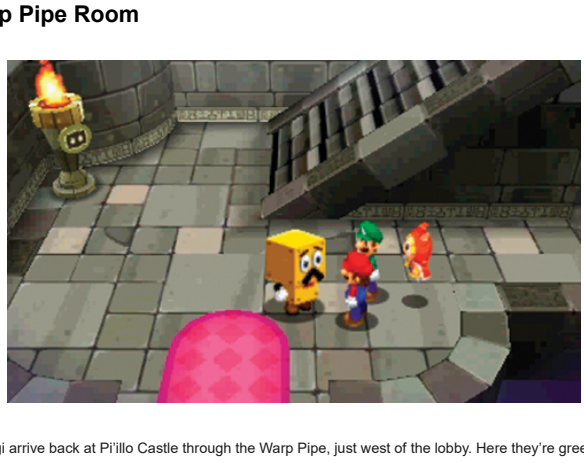
Pi'illo Castle



MAP LEGEND

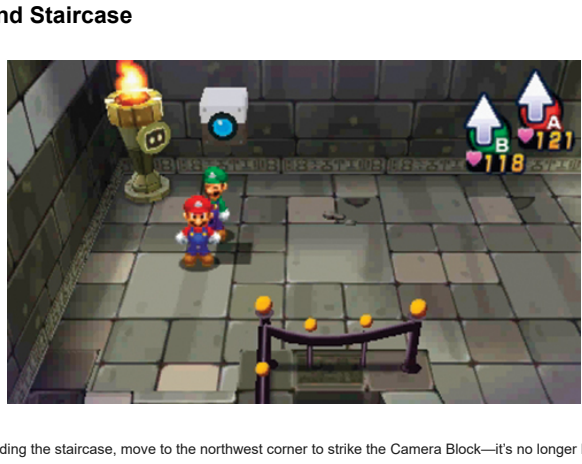
- 10 Real World Location
- ? Block
- M Block
- Shop
- L Block
- Bros. Block
- Event Block
- Random Block
- Save Block
- Camera Block
- Pi'illo
- Bros. Bean
- Defense Bean
- Heart Bean
- Power Bean
- Speed Bean
- Stache Bean
- Portal
- Warp Pipe
- Attack Piece

⑬ Warp Pipe Room



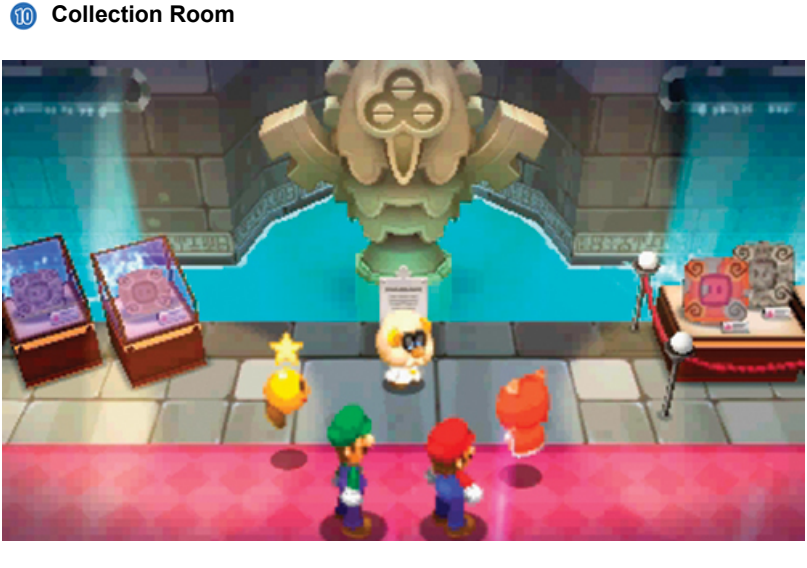
Mario and Luigi arrive back at Pi'illo Castle through the Warp Pipe, just west of the lobby. Here they're greeted by Broque Monsieur—he's eager to announce that Dr. Snoozemore is back. He's currently in the collection room, where Mario and Luigi first met Dreambert. You can reach the collection room by heading south.

⑪ Grand Staircase



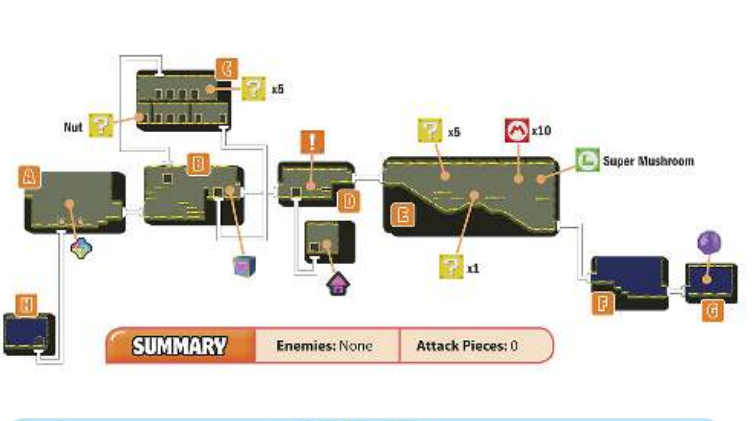
Before descending the staircase, move to the northwest corner to strike the Camera Block—it's no longer blocked by the Zeekeeper mascot. You can now decrypt the shot back at Kylie Koopa's in Wakeport. After collecting the shot, descend the stairs and enter the collection room.

⑩ Collection Room



Dr. Snoozemore greets Mario and Luigi in the collection room, but dozes off. However, the professor gains new energy when Prince Dreambert appears. Once Dr. Snoozemore calms down, Starlow and Dreambert fill him in on recent events. After pondering the possibilities, Dr. Snoozemore theorizes that the Zeekeeper is the only way to break through the barrier surrounding Neo Bowser Castle. This legendary bird is real and protected the Pi'illo Kingdom from numerous disasters. But you must find the Zeekeeper first—he's somewhere in the dream world. When asked if he has any clues to the Zeekeeper's whereabouts, Dreambert reports seeing an odd-looking Zeekeeper statue in Dreamy Pi'illo Castle. It's time to head back into the dream world to investigate. Luigi quickly falls asleep on the large bed in the center of the room, prompting Mario to automatically jump into the dream portal.

Dreamy Pi'illo Castle (A)



MAP LEGEND

- A Dream World Location
- ? Block
- Shop
- M Block
- L Block
- Save Block
- Event Block
- Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

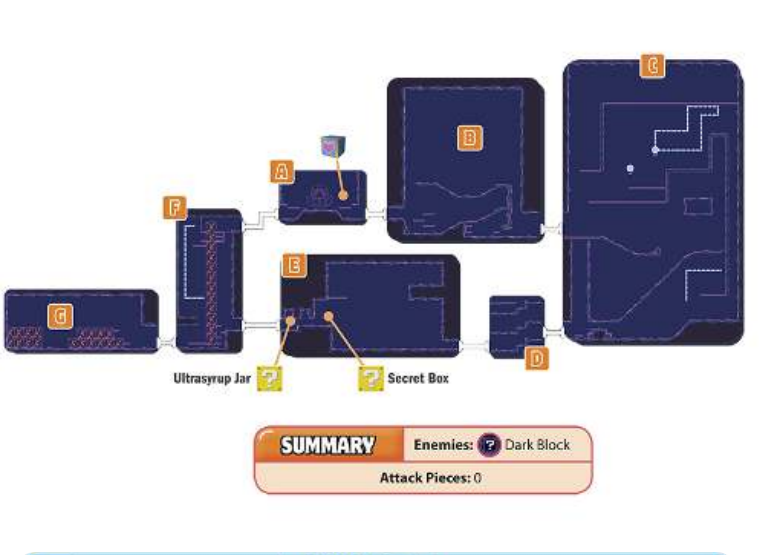
A

Dreambert remembers seeing that Zeekeeper statue just behind this door. Using his powers, Dreambert unlocks the door, allowing Mario and Dreamy Luigi to enter a new area of the dream world. Move in front of the open door and press up on the Circle Pad.

H

Here Mario and Dreamy Luigi encounter a purple beam of light, shining through the floor—this looks a lot like the entrance to Dream's Deep. Jump into the light and press down on the Circle Pad to enter.

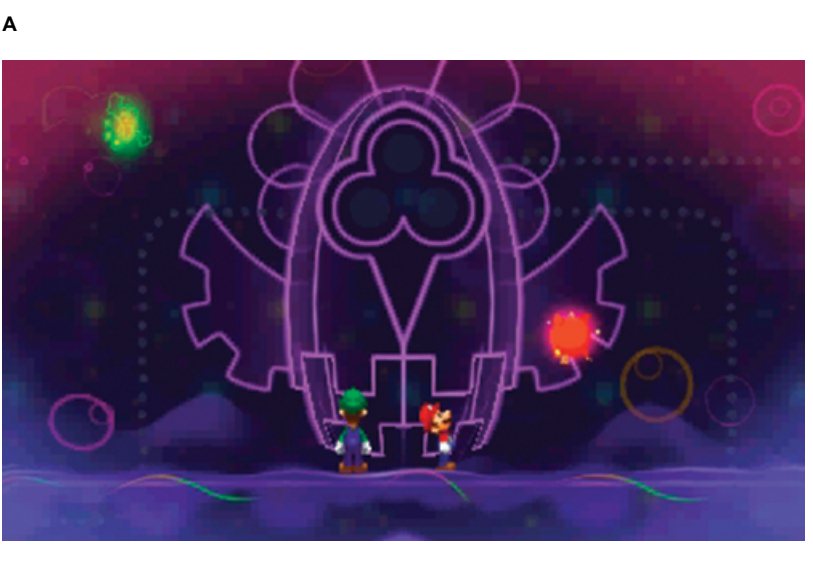
Dream's Deep (B)

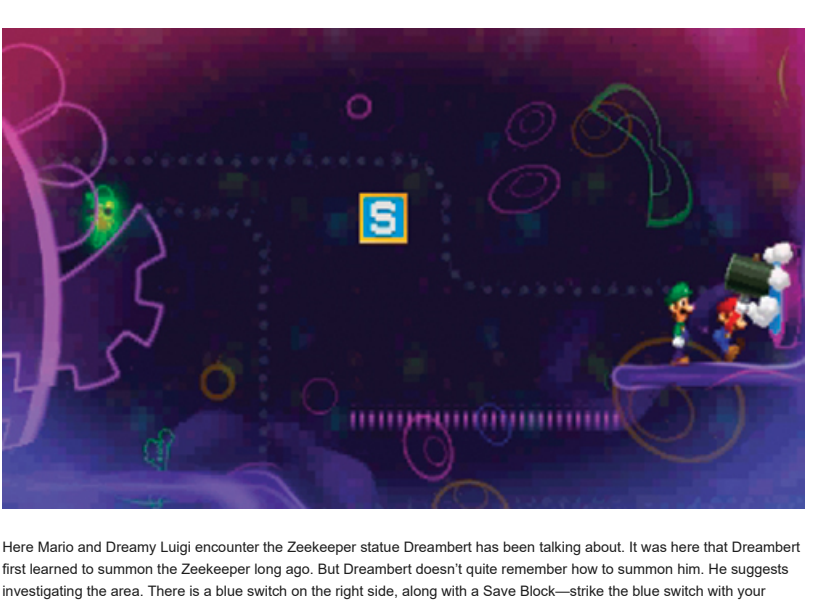


MAP LEGEND

- A Dream World Location
- ? Block
- Shop
- M Block
- L Block
- Save Block
- Event Block
- Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

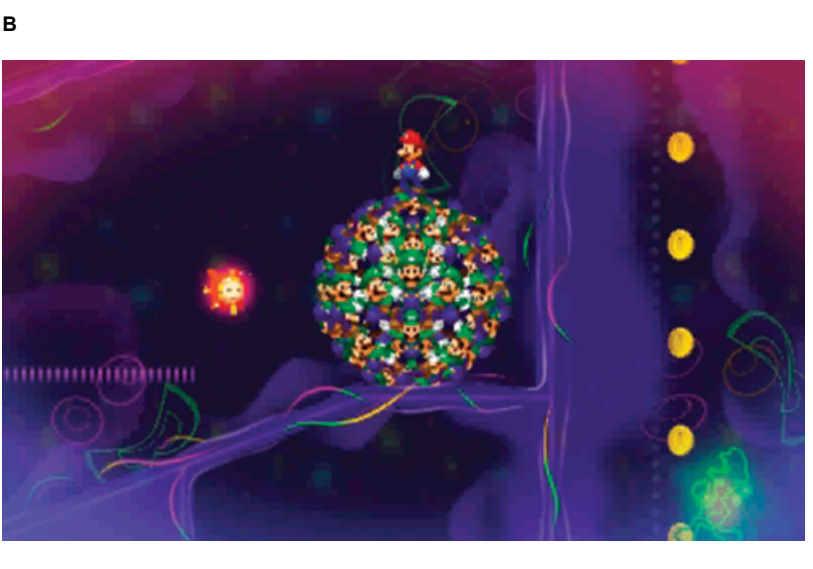
A





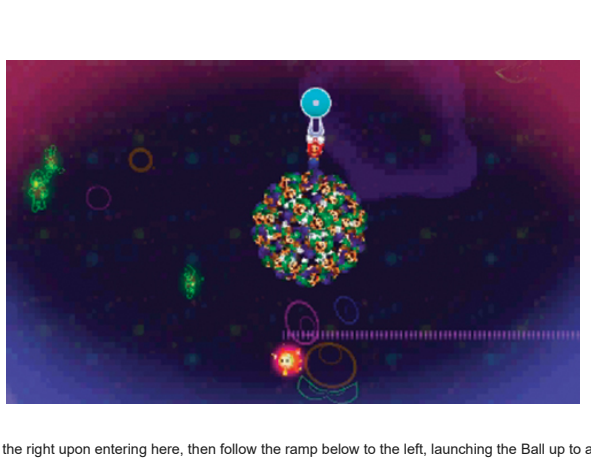
Here Mario and Dreamy Luigi encounter the Zeekeeper statue Dreambert has been talking about. It was here that Dreambert first learned to summon the Zeekeeper long ago. But Dreambert doesn't quite remember how to summon him. He suggests investigating the area. There is a blue switch on the right side, along with a Save Block—strike the blue switch with your hammer. This activates a light atop the Zeekeeper statue's head. Now you need to find a way to activate the other two lights on the Zeekeeper statue's head. Exit to the right to explore the next area.

B

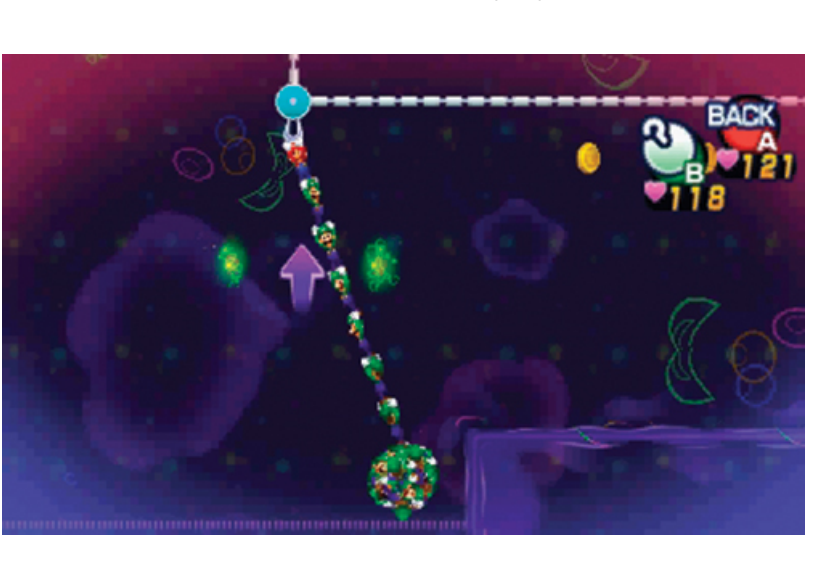


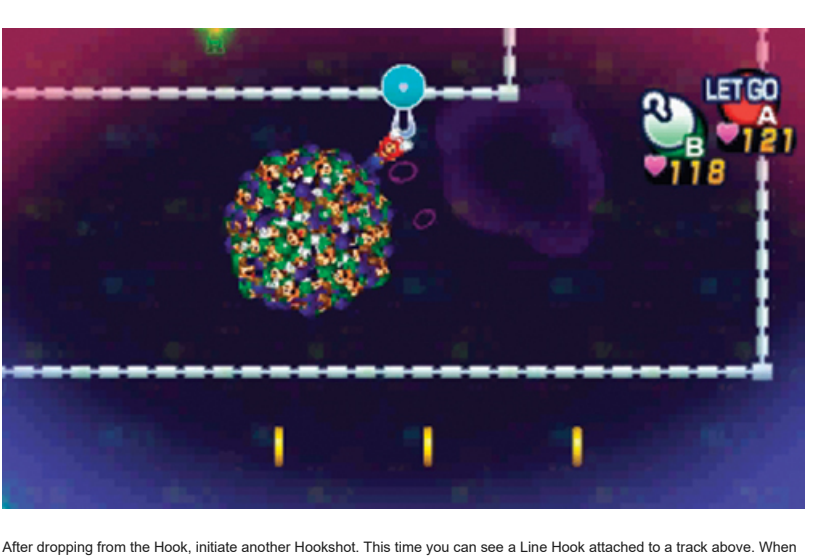
Beware of the Dark Blocks in this area—avoid contact with them and proceed to the far right side of the room. Here you encounter a new Luiginary Work—the Luiginary Ball. Similar to the Stack and Cone formation, when the Luignoids form a ball, you can roll it around with the Circle Pad while Mario rides on top. Start by rolling the Ball to the left, causing it to pick up momentum as it rolls down a couple of ramps. As it reaches the ramp on the far left side, the Ball shoots skyward, eventually reaching the upper platform. While in the Ball, press R to cycle between formations, or press L followed by B to return to normal. But for now, roll to the right, smashing the Dark Blocks along the way. Drop down the shaft on the right, and exit through the nearby passage, still in Ball formation.

C

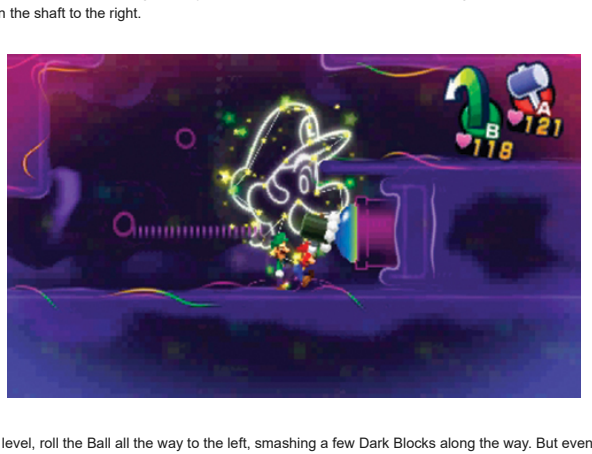


Roll the Ball to the right upon entering here, then follow the ramp below to the left, launching the Ball up to a higher platform. Here Dreambert notices a Hook just above. Press B to shoot out a line of Luiginoids, grabbing hold of the Hook. As the string of Luiginoids extends and contracts, the Ball is left hanging from the Hook—press A to let go, dropping down onto the next platform. This new move is called the Hookshot, and is essential for gripping Hooks, Line Hooks, and Spin Hooks.



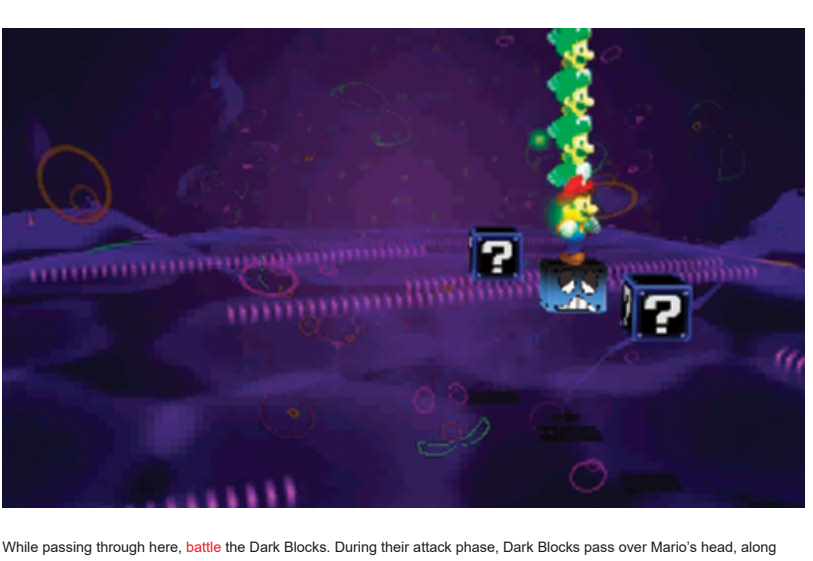


After dropping from the Hook, initiate another Hookshot. This time you can see a Line Hook attached to a track above. When white brackets appear around the Line Hook, press B to shoot the string of Luiginoids outward. The Luiginary Ball reforms once attached to the Line Hook. Unlike the previous one, this Line Hook moves along a track—swing the Ball left and right, like a pendulum, to collect coins along the way. When the Line Hook moves to the far right of the track, press A to let go, then drop down the shaft to the right.

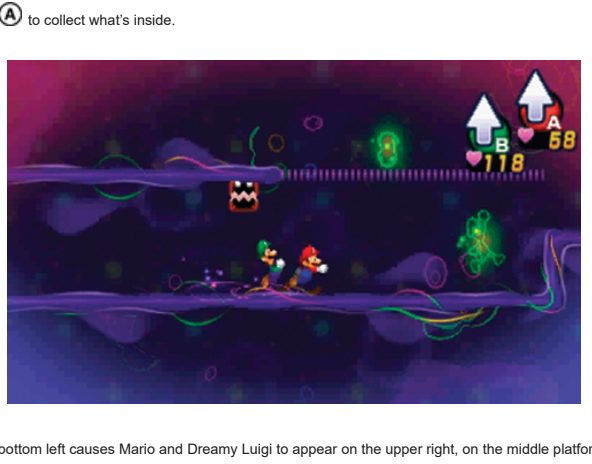


On the bottom level, roll the Ball all the way to the left, smashing a few Dark Blocks along the way. But eventually the Ball comes to a stop—press L followed by B to return to normal. Leap over the ledges to the left to reach another blue switch–whack it with your hammer to activate the second light atop the Zeekeeper Statue's head. Now, exit to the left.

D



While passing through here, battle the Dark Blocks. During their attack phase, Dark Blocks pass over Mario's head, along with several other objects—jump up to strike the Dark Blocks to avoid taking damage. When it's your turn to attack, rely on Luginary Attacks of simple Jump attacks to inflict damage. Once a Dark Block has been defeated, it turns into a standard ? Block—press A to collect what's inside.



Exiting on the bottom left causes Mario and Dreamy Luigi to appear on the upper right, on the middle platform. On this middle level, battle more Dark Blocks, then exit to the left to collect 50 coins. Return to the middle platform and exit on the right to reach the top platform. Here there are more Dark Blocks—defeat them and then exit this maze-like room by taking the passage on the upper left.

E

BACK
B
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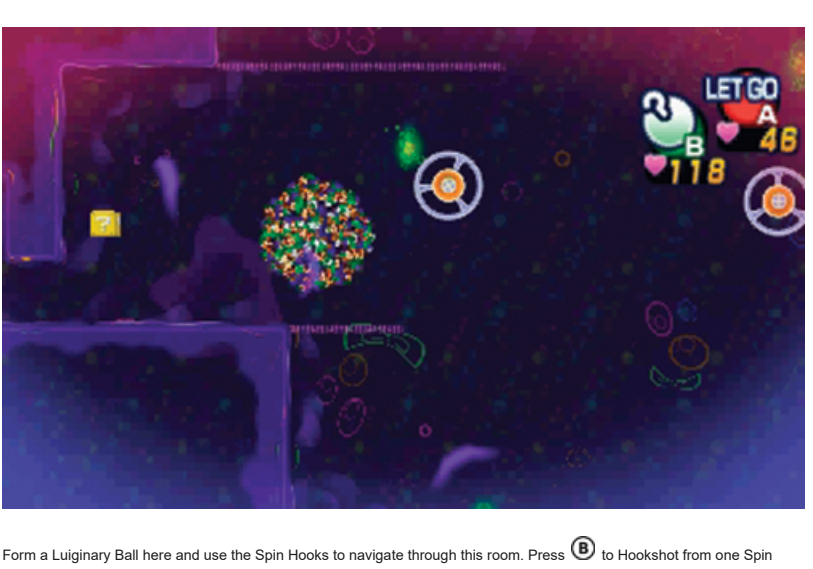
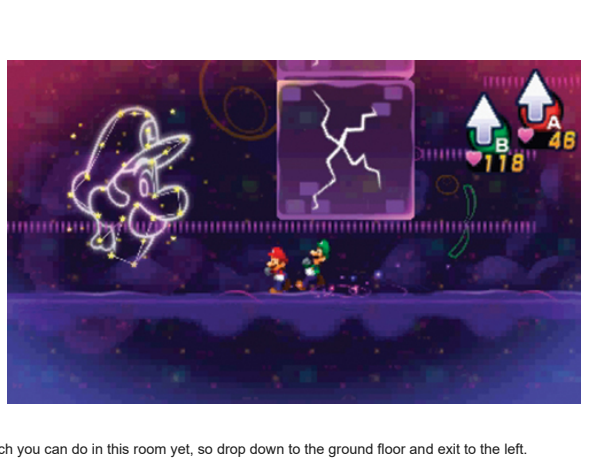


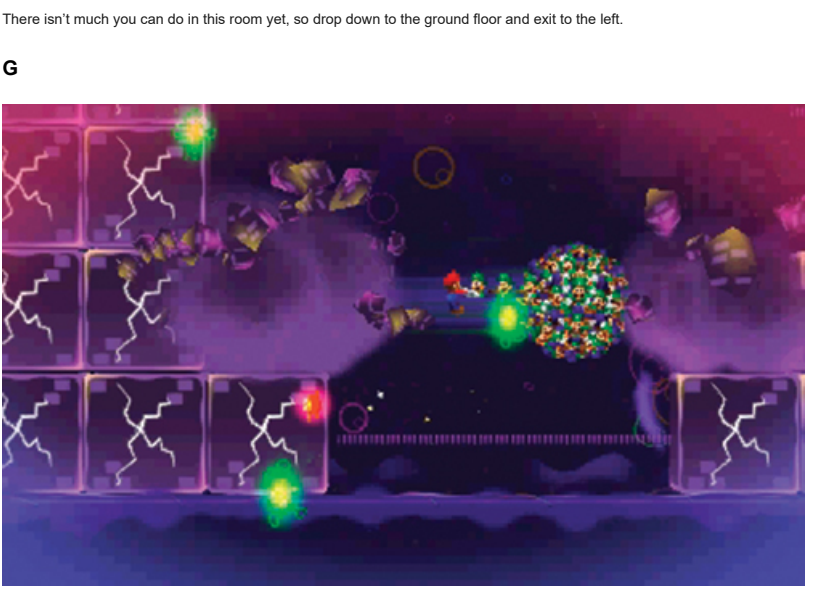
Form a Luiginary Ball here and use the Spin Hooks to navigate through this room. Press B to Hookshot from one Spin Hook to the next, collecting coins along the way. Finally, work your way toward the Spin Hook on the far left. When the Ball is above the left, press A to release. Grab the Ultrasyrup Jar and Secret Box from the nearby ? Blocks, then exit on the left side.

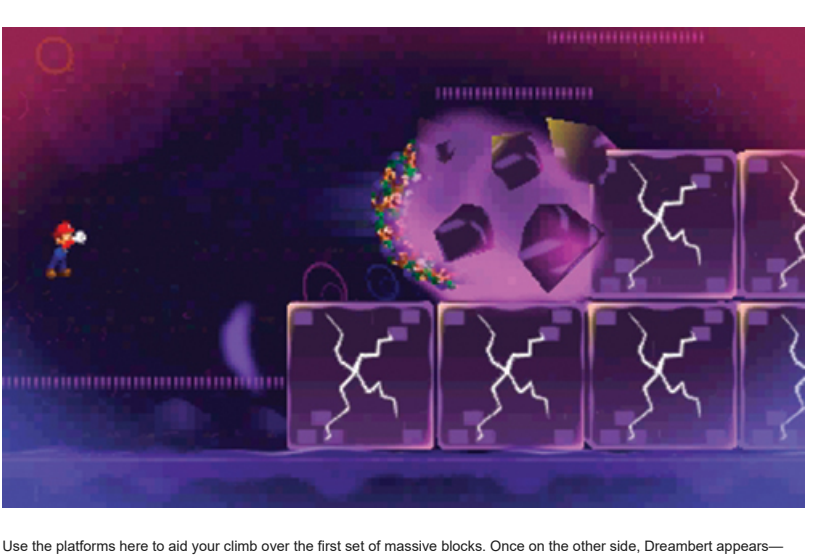
F



There isn't much you can do in this room yet, so drop down to the ground floor and exit to the left.

G





Use the platforms here to aid your climb over the first set of massive blocks. Once on the other side, Dreambert appears—form a Luiginary Ball. Dreamy Luigi has an idea. When prompted, press A to make Mario swing the Luiginary Ball like a giant wrecking ball, smashing the blocks on either side—move the Circle Pad to adjust the elevation of the swing. While swinging the Luiginary Ball, press A again to release it, causing it to fly through the nearby blocks before returning to Mario. This is called the Ball Hammer, and it comes in handy for smashing a variety of objects. Use the Ball Hammer to smash through the rest of the blocks here, then exit on the right to return to area F.

F

BACK
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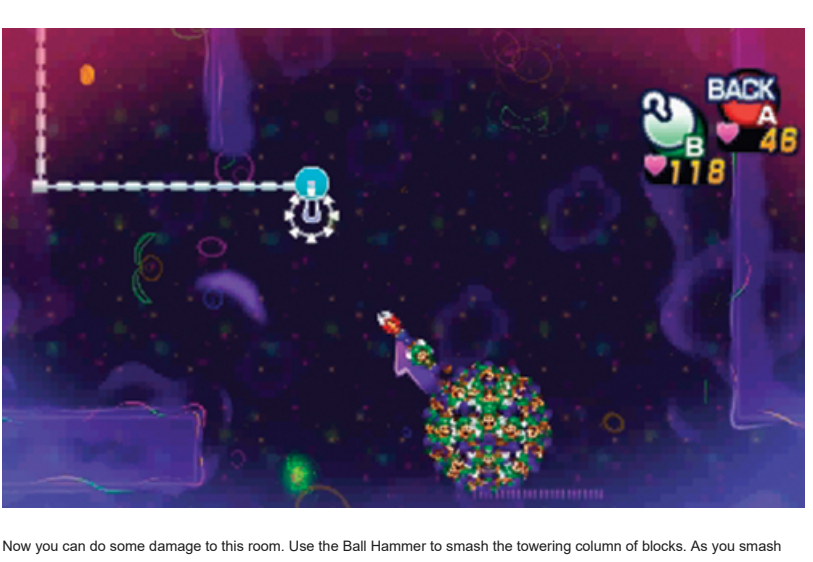

Now you can do some damage to this room. Use the Ball Hammer to smash the towering column of blocks. As you smash the first few blocks, more come falling down—keep the Ball Hammer swinging until all of the blocks are gone. Now, jump up to the nearby platforms and use a Hookshot to reach the nearby Line Hook. Ride the Line Hook upward, collecting coins along the way.

BACK
B
A
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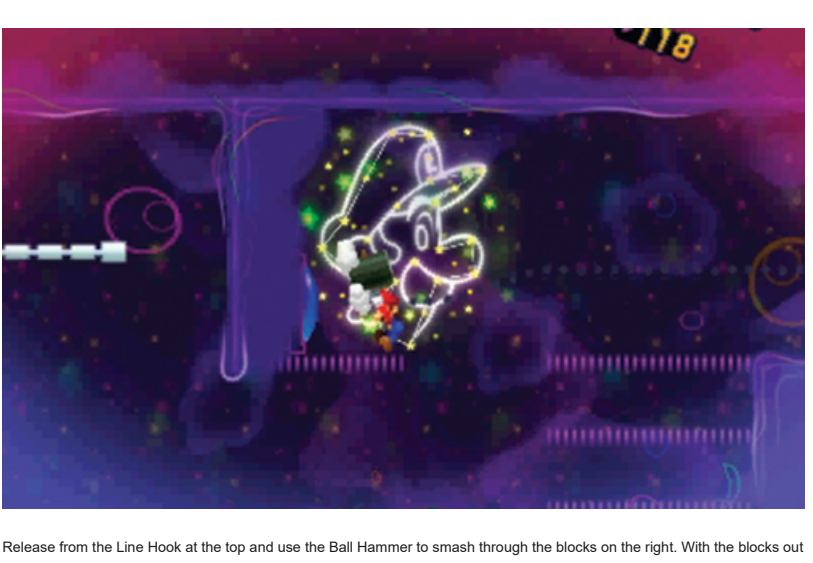
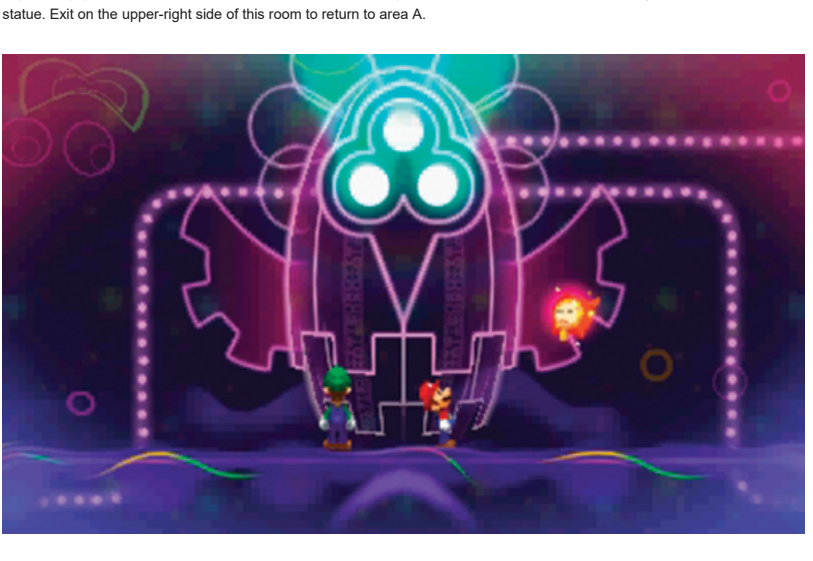
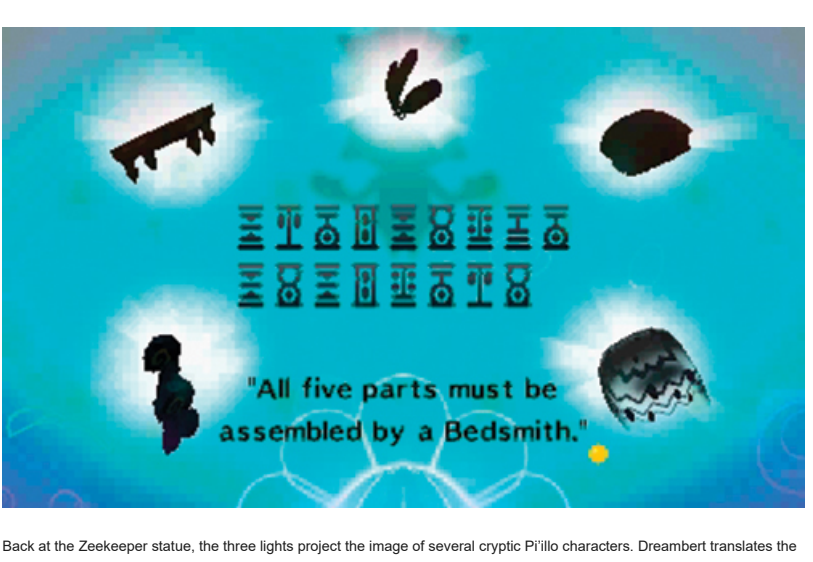


Release from the Line Hook at the top and use the Ball Hammer to smash through the blocks on the right. With the blocks out of your way, you can strike the third and final blue switch with your hammer. This activates the third light on the Zeekeeper statue. Exit on the upper-right side of this room to return to area A.

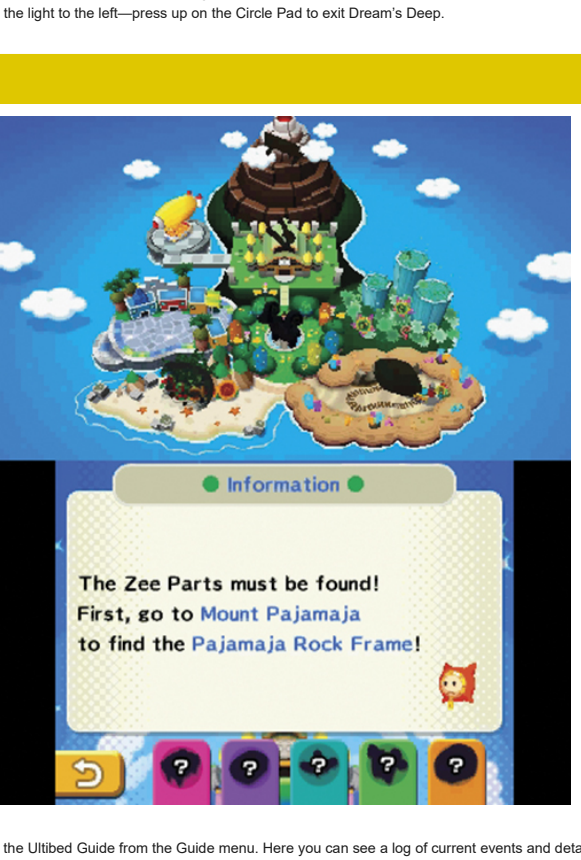




"All five parts must be assembled by a Bedsmith."

Back at the Zeekeeper statue, the three lights project the image of several cryptic Pi'illo characters. Dreambert translates the characters—apparently they'll need something called the Ultibed if they want to harness the Zeekeeper's powers. The Ultibed is constructed of five parts, scattered across Pi'illo Island. The Pajamaja Rock Frame rests on Mount Pajamaja. The Dozing Mattress is located in Dozing Sands. The Mushrise Tree Board is in Mushrise Park. The Driftwood Jellyfish Sheets are located in Driftwood Shore. And lastly, the Zeekeeper's Feathers are located somewhere in Pi'illo Castle. All five parts must be assembled by a Bedsmith, found in Wakeport. Before departing, the statue releases the Ultibed Manual—this offers a summary of the required parts and their approximate locations. Dreambert theorizes that if Luigi sleeps on the Ultibed, they can find the dream world where the Zeekeeper lingers. Once the conversation with Dreambert is over, return to Dreamy Pi'illo Castle by entering the light to the left—press up on the Circle Pad to exit Dream's Deep.

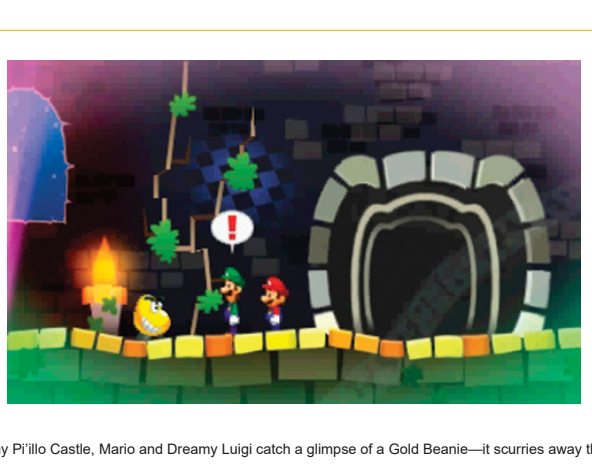
Note



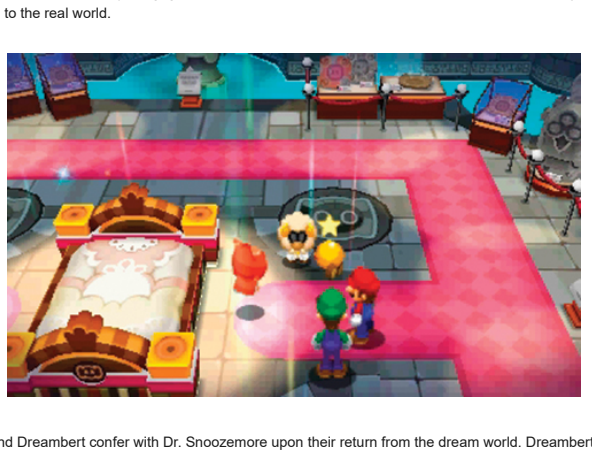
Information

The Zee Parts must be found!
First, go to Mount Pajamaja
to find the Pajamaja Rock Frame!

You can access the Ultibed Guide from the Guide menu. Here you can see a log of current events and details regarding the different bed parts, including which region of Pi'illo Island each part is located.

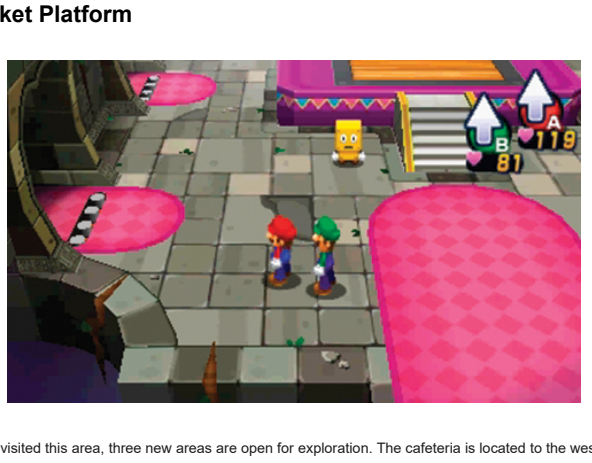


Back in Dreamy Pi'illo Castle, Mario and Dreamy Luigi catch a glimpse of a Gold Beanie—it scurries away through the nearby doorway. Broque Monsieur isn't far behind, disappointed in his attempt to catch this rare monster. He informs Mario and Dreamy Luigi that Gold Beanies offer special prizes if you're lucky enough to beat one in battle. Dreambert adds that the Gold Beanie only appears in dream worlds and rewards victors with unique prizes as well as many coins. From this point on, keep watch for Gold Beanies and always engage them in battle. Now return to area A of the dream world and jump into the dream portal to return to the real world.



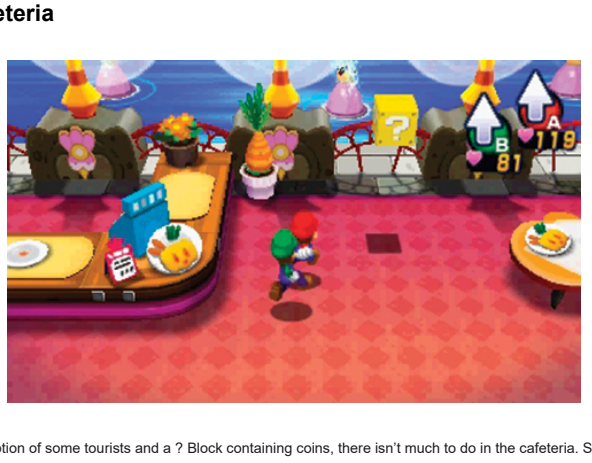
Mario, Luigi, and Dreambert confer with Dr. Snoozemore upon their return from the dream world. Dreambert advises heading for Mount Pajamaja first, to find the Pajamaja Rock Frame. But there's no particular order you need to collect these bed parts in. So while you're here in Pi'illo Castle, consider looking for the Zeekeeper's Feathers. Return to the lobby (in area 1), then head north to reach area 3, returning to the rocket platform room.

③ Rocket Platform



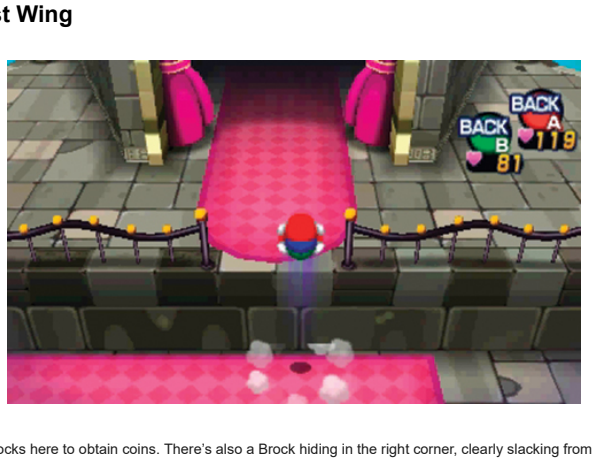
Since you last visited this area, three new areas are open for exploration. The cafeteria is located to the west while the Battle Ring and west wing are located to the east. Take a moment to explore each area.

⑭ Cafeteria



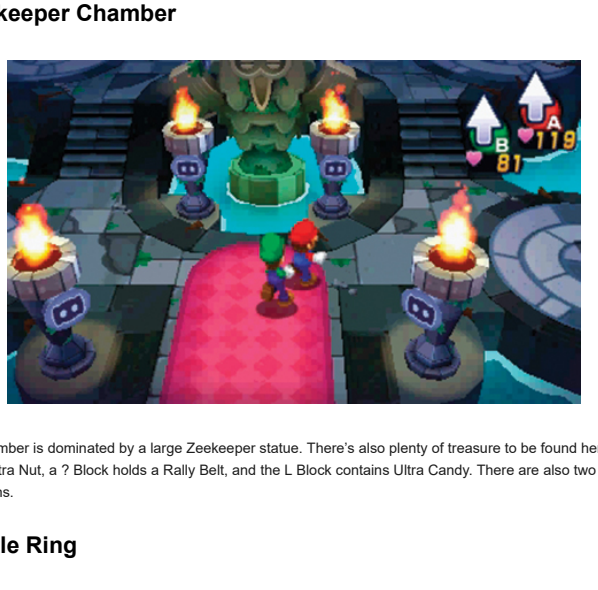
With the exception of some tourists and a ? Block containing coins, there isn't much to do in the cafeteria. Still, the patrons are more than likely to engage in conversation.

⑮ West Wing



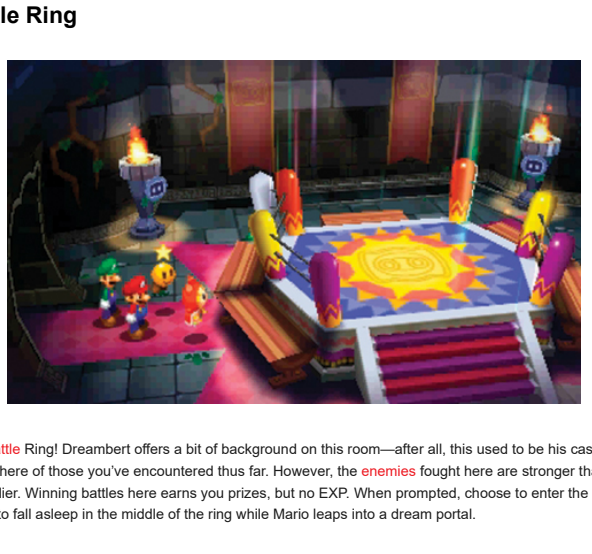
Strike the ? Blocks here to obtain coins. There's also a Brock hiding in the right corner, clearly slacking from his duties. To reach the upper area here you must obtain the Ball Hop ability, learned in Mount Pajamaja. Only then can you reach the Zeekeeper chamber to the north.

⑯ Zeekeeper Chamber

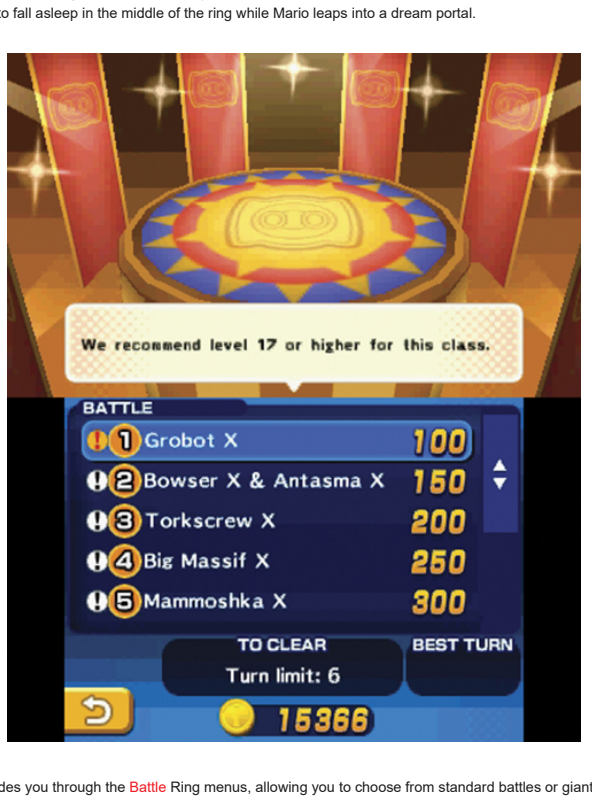


This quiet chamber is dominated by a large Zeekeeper statue. There's also plenty of treasure to be found here. The M Block contains an Ultra Nut, a ? Block holds a Rally Belt, and the L Block contains Ultra Candy. There are also two other ? Blocks containing coins.

⑰ Battle Ring



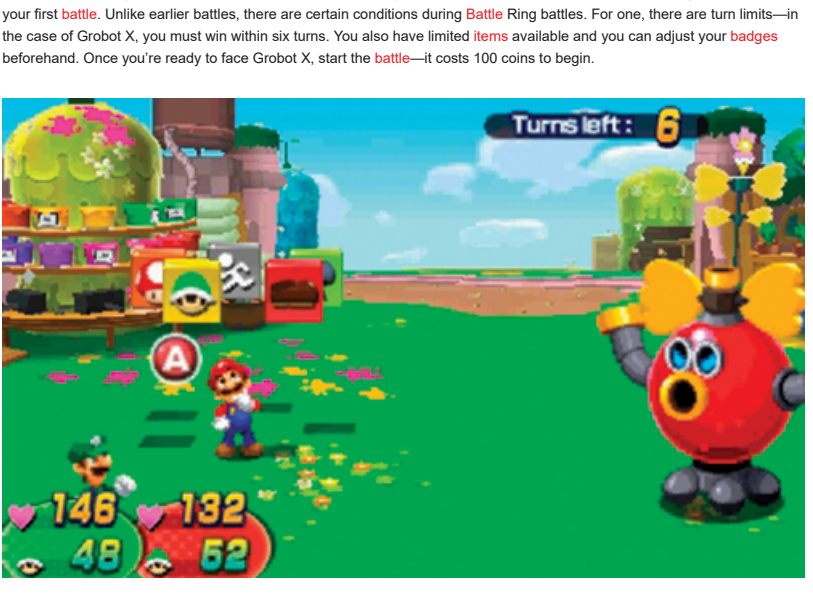
Behold, the Battle Ring! Dreambert offers a bit of background on this room—after all, this used to be his castle. You can fight boss enemies here of those you've encountered thus far. However, the enemies fought here are stronger than the versions you fought earlier. Winning battles here earns you prizes, but no EXP. When prompted, choose to enter the Battle Ring. This prompts Luigi to fall asleep in the middle of the ring while Mario leaps into a dream portal.



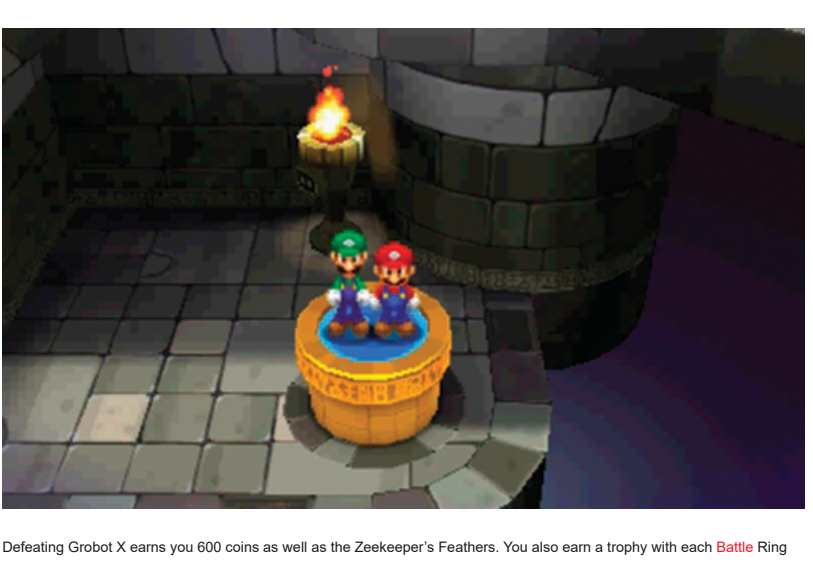
We recommend level 17 or higher for this class.

BATTLE
① Grobot X 100
② Bowser X & Antasma X 150
③ Torkscrew X 200
④ Big Massif X 250
⑤ Mammoshka X 300
TO CLEAR
Turn limit: 6
BEST TURN
15366

Dreambert guides you through the Battle Ring menus, allowing you to choose from standard battles or giant battles. If you win Battle Class 1, you'll earn the Zeekeeper's Feathers, a key part to the Ultibed. In the menu, choose to fight Grobot X for your first battle. Unlike earlier battles, there are certain conditions during Battle Ring battles. For one, there are turn limits—in the case of Grobot X, you must win within six turns. You also have limited items available and you can adjust your badges beforehand. Once you're ready to face Grobot X, start the battle—it costs 100 coins to begin.

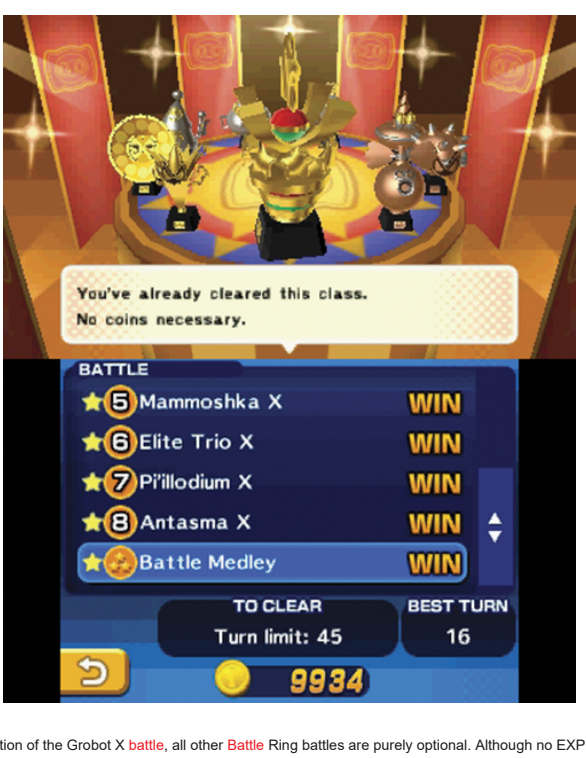


Fighting Grobot X is similar to battling Grobot back in Mushrise Park. But Grobot X has much more HP and does more damage with his attacks. Since you only have six turns in which to complete this battle, don't hold back. Rely primarily on Bros. Attacks to deal heavy damage against Grobot X. Bomb Derby and Dropchopper offer the best options for quickly reducing Grobot X's HP. But standard Jump attacks are effective too, particularly if Mario and Luigi are level 20 or higher. Grobot X has his opportunities to attack too. But these attacks shouldn't come as a surprise. Do your best to avoid or counter these attacks.



Defeating Grobot X earns you 600 coins as well as the Zeekeeper's Feathers. You also earn a trophy with each Battle Ring victory. With one part of the Ultibed in your possession, it's time to resume the search for the remaining four bed parts. Or if you feel like it, enter the Battle Ring and secure more victories to earn coins. When you're finished playing in the Battle Ring, return to area 13 and enter the Warp Pipe—head for Mount Pajamaja Base next!

Battle Ring Prize Fights



You've already cleared this class.
No coins necessary.

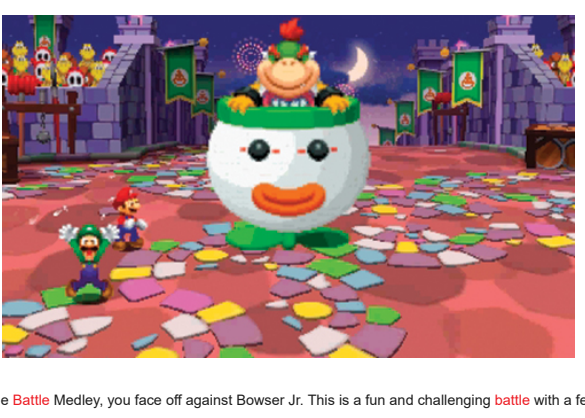
BATTLE
⑤ Mammoshka X WIN
⑥ Elite Trio X WIN
⑦ Pi'illodium X WIN
⑧ Antasma X WIN
Battle Medley WIN
TO CLEAR
Turn limit: 45
BEST TURN
16
9934

With the exception of the Grobot X battle, all other Battle Ring battles are purely optional. Although no EXP is earned by fighting in the Battle Ring, the coins rewarded for winning each fight makes these battles a worthwhile endeavor. Come back to Pi'illo Castle at any time to try taking out even tougher foes. But pay close attention to the cost and turn limits for each battle—yes, you must pay to fight. To ensure victory, only fight opponents when you're at the recommended level, seen in the menu. And to finish fights quickly, rely primarily on Bros. Attacks and Luiginary Attacks. Here's a breakdown of the different battles, including their turn limits, costs, and rewards.

Battle Ring Costs/Rewards

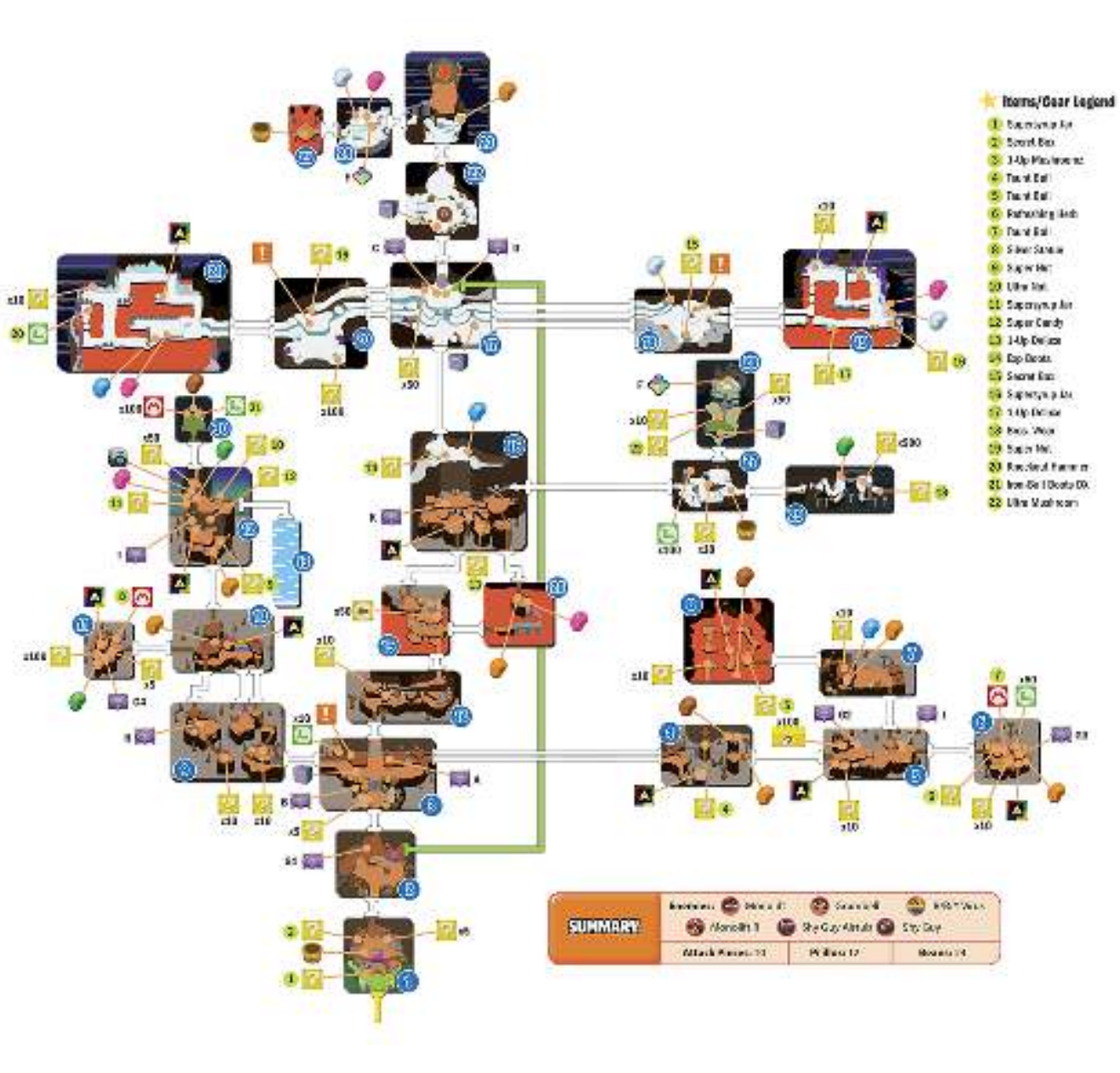
Battle	Turn Limit	Coin Cost	Coin Reward
Grobot X	6	100	600
Bowser X & Antasma X	8	150	900
Torkscrew X	8	200	1200
Big Massif X	12	250	1500
Mammoshka X	16	300	1800
Elite Trio X	12	350	2100
Pi'illodium X	26	400	2400
Antasma X	14	500	3000
Battle Medley	45	1000	10000
Robo-Drilldigger X	10	200	1200
Mount Pajamaja X	13	250	1500
Earthwake X	10	300	1800
Zeekeeper X	6	350	2100
Bowser X	6	400	2400
Giant Battle Medley	41	800	8000

Note



At the end of the Battle Medley, you face off against Bowser Jr. This is a fun and challenging battle with a few humorous surprises.

Mount Pajamaja



MAP LEGEND

⑩ Real World Location	L Block	Save Block	Defense Bean	Stache Bean
? Block	Bros. Block	Camera Block	Heart Bean	Portal
M Block	Event Block	Pi'illo	Power Bean	Warp Pipe
Shop	Random Block	Bros. Bean	Speed Bean	Attack Piece

① Mount Pajamaja Base

Great timing, tourists! There's a new Mount Pajamaja tour!

Upon arriving here, a Shelltop greets Mario and Luigi, announcing that a new tour is about to begin. Of course, none other than the Massif brothers are conducting the tour, and are waiting at the midway point of the mountain. Proceed north, through the Mighty Gate, and straight to the lava field in area 15. Feel free to engage the Monolifts and Grumbells you encounter along the way.

⑮ Central Lava Field (West)

TREASURE TOUR!

There's some fat loot on this mountain, see?

Big Massif and Li'l Massif are waiting next to the bridge here—approach them to begin the tour. But this isn't the same tour you've been on before. This is Massif Vert Pajamaja 2, exploring new areas of the mountain. But what the Massifs are really looking for is a rumored treasure located somewhere on the mountain. As the Massifs cross the bridge to the east, Popple comes scurrying across in the opposite direction—with Mario and Luigi's arrival, the tour is full. But Popple doesn't seem too concerned. In fact, he looks relieved—he's not the climbing type anyway. Instead, he's off to Wakeport. After Popple leaves, follow the Massif brothers across the bridge to the east.

㉖ Central Lava Field (East)

Now cutlets get up here in ball shape!

The ledge ahead is too high to reach with a normal jump. But the Massifs have a solution—the Ball Hop. Together, the Massifs form into a ball and bounce their way up to the ledge. Now it's Mario and Luigi's turn to try. Press R three times to change the action icon to Ball Hop. Next, press either Ⓐ or Ⓑ to initiate a Ball Hop. While hopping, use the Circle Pad to move. Maneuver Mario and Luigi toward the ledge while using the Ball Hop to reach the top. Press Ⓐ to return to normal.

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BACK
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Now you need to use the Ball Hop to catch up to the Massifs. Ball Hop upward to reach the next ledge, then bounce over the spikes in the platform ahead. After crossing over the spikes, turn to the north and bounce across the top of a series of columns, eventually landing on the cliff to the north where the Massif brothers are waiting. But before following the Massifs across the bridge to the north, go underground as Mini-Mario to retrieve a Power Bean and Heart Bean.

⑯ Cannon Pipe Bluff

The bridge leads to the east side of area 16—Big Massif and Li'l Massif are waiting atop the snowy bluff to the northeast. But before catching up, initiate a battle with the R/B/Y Virus running around here. In this battle Mario and Luigi face off against a large group of red, yellow, and blue enemies. Each time one of these enemies is hit, they shift colors. For example, when a Yellow Virus is hit, it shifts from yellow, to red, to blue, then back to yellow. The goal is to get at least three like-colored enemies next to each other—this causes the adjacent identical-colored Viruses to disappear. As Viruses in the front disappear, the Viruses in the back move forward, altering the formation and potentially leading to new eliminations based on color adjacency. In this sense, the battle is like a puzzle, so pick your targets carefully, altering the color of each Virus to maximize damage across the entire formation. If you need to hit a Virus twice to change them to a desired color, use a Jump attack. If you only need to hit them once, use a Hammer attack.

During their attack phase, continue to use the Viruses' colors against them. When they come marching toward Mario and Luigi, whack them with your hammers to create a stack of Viruses—they don't change colors when struck during their attack phase. When creating the stack, try to stack three Viruses of the same color to eliminate them—intentionally miss Viruses that don't fit your three-in-a-row color pattern. But before the attack is over, be sure to hit each Virus with your hammer to send them to the stack—this is the only way to avoid taking damage. In another attack, the Viruses form two lines and march toward Mario and Luigi—simply jump to counter or avoid contact. Once the Viruses are scattered during your attack phase, and no longer adjacent, you must eliminate them one by one. Consider using a Bros. Attack to take them out quickly and finish the battle.

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Now ascend the bluff by using the Ball Hop to bounce up the metal stair-like platforms. At the top of the stairs, Side Drill through the rock to the east, then resume the Ball Hop to rendezvous with Big Massif and Li'l Massif. Follow them to the east.

Treasure Chamber Door

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Another R/B/Y Virus is running around here—defeat it in battle, then Ball Hop up onto the ledge to the east. There's another R/B/Y Virus waiting here, so go to battle once again.

In addition to the R/B/Y Virus, watch out for the Monolift R. This enemy performs much like the standard Monolifts you've encountered before—they're just tougher. Use Hammer attacks to inflict damage on them, then look for opportunities to counter when they attack, using their own rocks against them. Remember, when they approach with a stack of rocks tilting above them, strike them with your hammer when the rocks tilt away from you. And when they start punching rocks at you, make sure Mario and Luigi both jump simultaneously to avoid getting hit by the debris from brown rocks.

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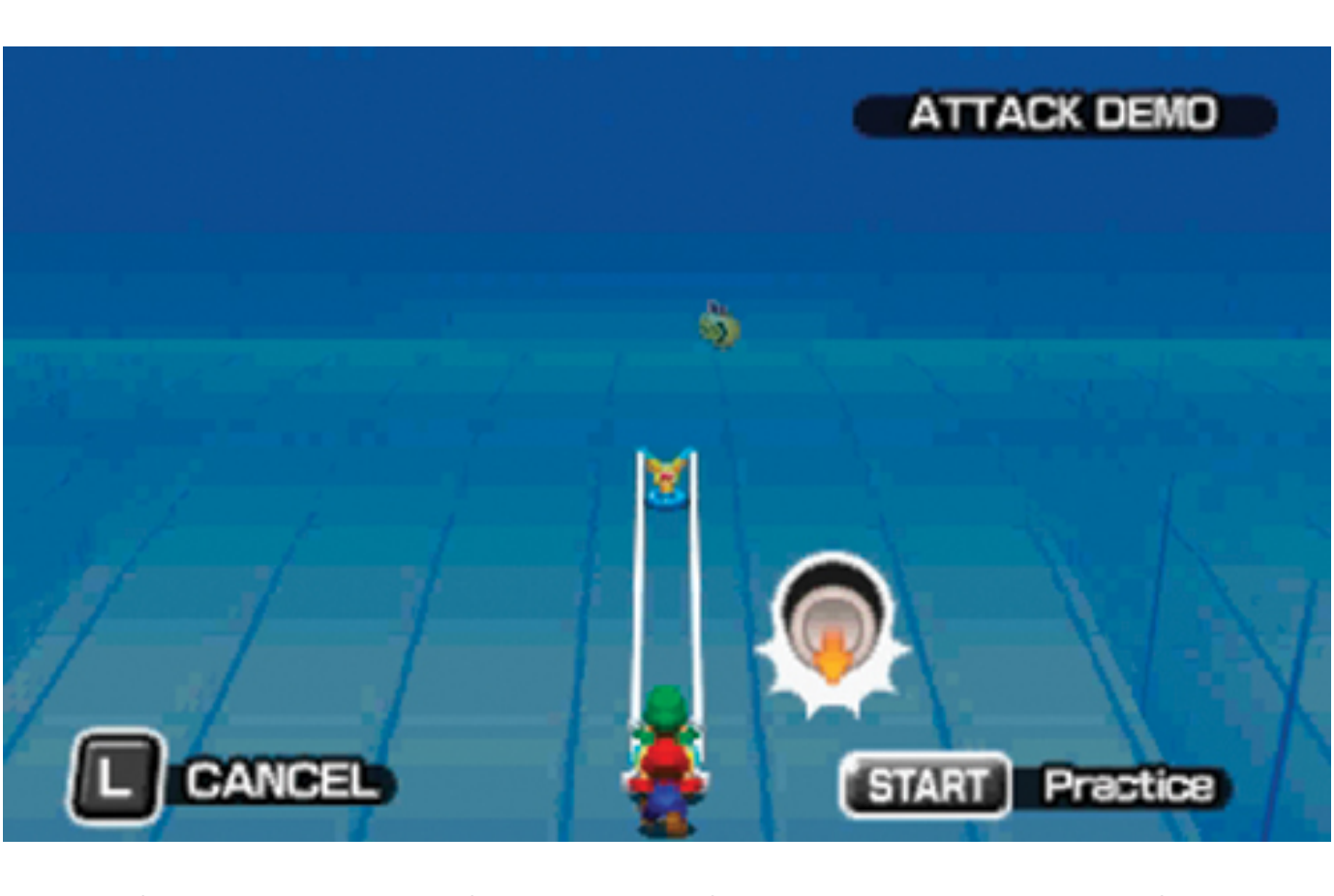
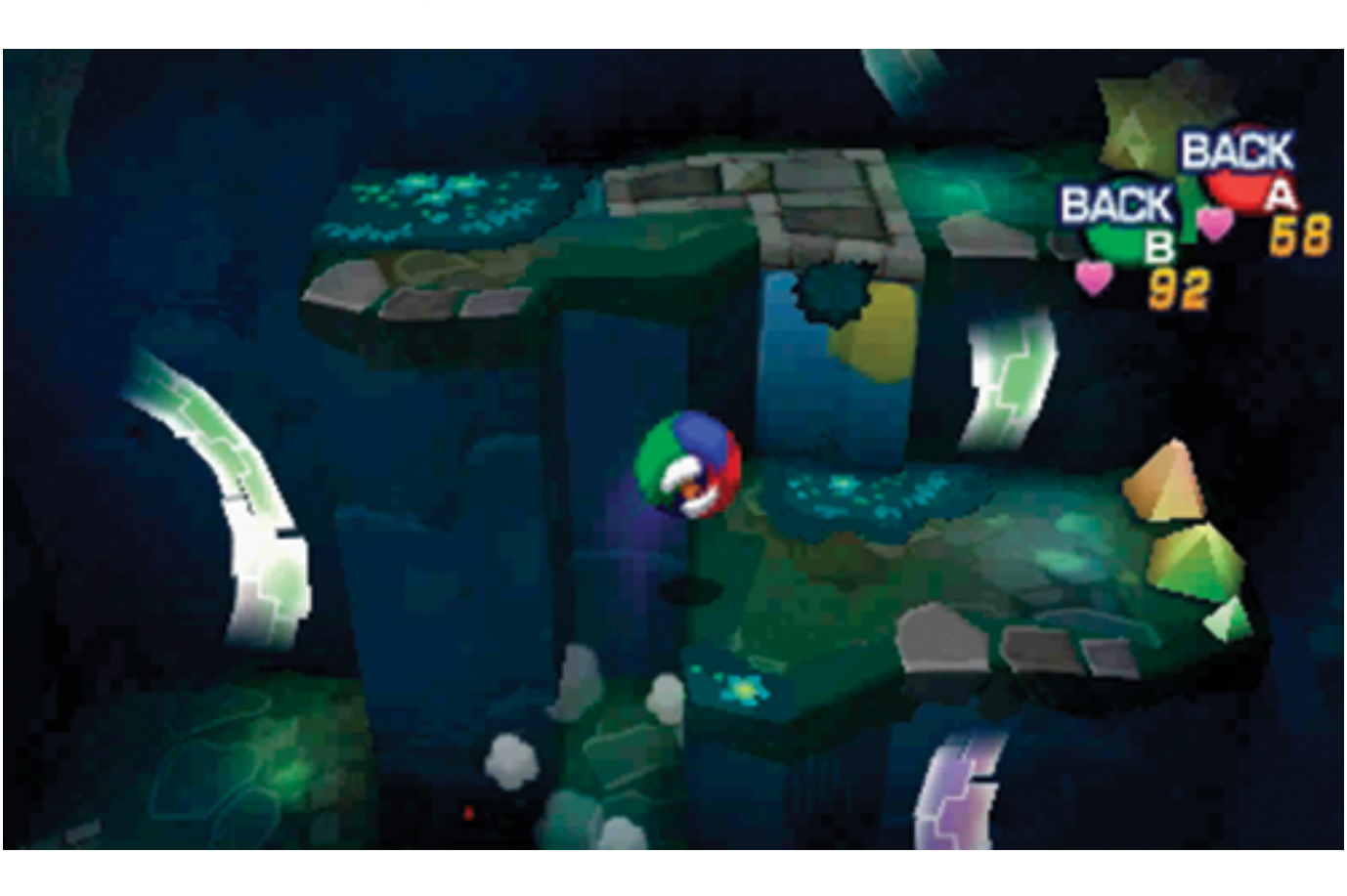
Ball Hop up the ledges to reach the plateau to the north—you pass a new Warp Pipe along the way, located to the southeast. The Massifs are waiting here in front of a large stone door, but they can't seem to open it. Give it a shot by using the Ball Hop. Bounce through the gold Ball Ring on the ground—this causes it to disappear and a new Ball Ring to appear on the left. Keep bouncing through one Ball Ring after another until the socket in the stone door begins to glow—Ball Hop into the socket on the door to unlock it.

You got all ten Massif Bros. Attack Pieces at once!



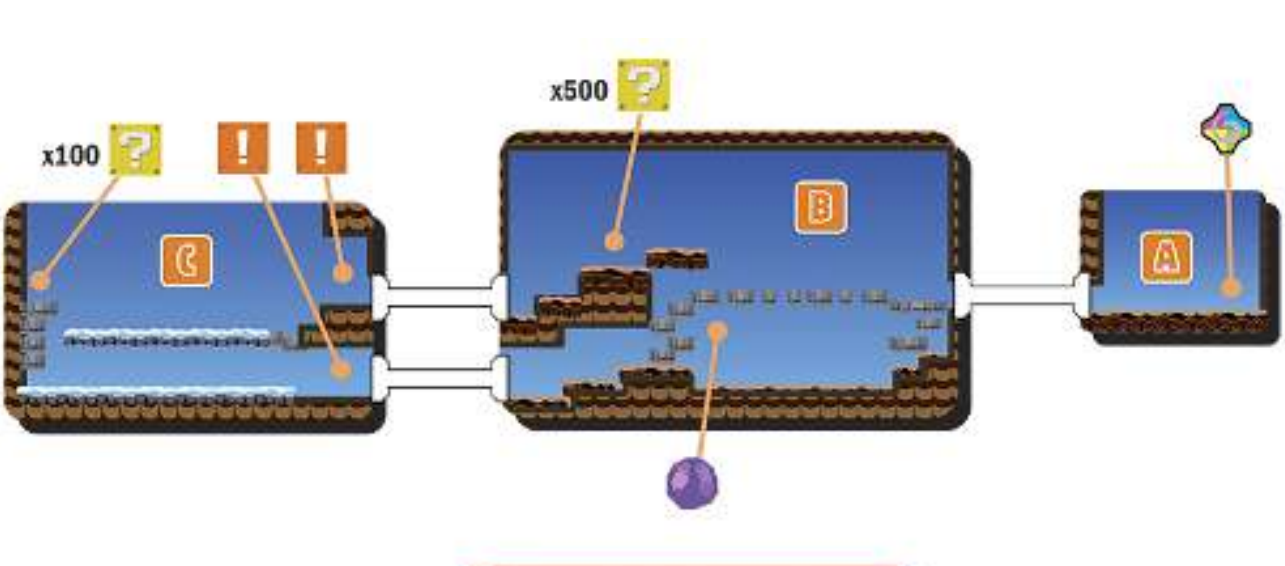
As a reward for opening the door, Big Massif hands over ten Massif Bros. Attack Pieces. This unlocks Luigi's Slingsniper Bros. Attack—take a moment to practice it. During this attack, Mario uses a large slingshot-like device to launch Luigi at distant enemies. Use the Circle Pad to draw back Luigi in the sling, then hold down Ⓑ to bring up an aiming reticle—quickly target an enemy by tilting the 3DS. Once a target is centered in the aiming reticle, release Ⓑ to send Luigi flying. The quicker you target and release Luigi, the more damage inflicted, so don't take too much time aiming. If you take too much time to aim, both Mario and Luigi will go flying through the air, inflicting no damage on the enemies. The Slingsniper Bros. Attack is very effective against individual enemies or groups. If multiple enemies are aligned, Luigi will fly through all enemies in his flight path, inflicting damage on all of them. Once you've spent some time practicing the Slingsniper, follow the Massifs through the open doorway.

Treasure Chamber (East)



Despite their big talk, the Massif brothers are hesitant to travel too deeply into this cave—they suggest that Mario and Luigi explore this area while they wait near the entrance. The ? Blocks to the north contain coins and an Ultra Mushroom. Ball Hop up the ledges to the northeast, then Spin Jump to the platform on the west. Continue working your way up the next series of ledges using the Ball Hop. At the top Mario and Luigi find the Pajamaja Rock Frame. But Dreambert warns that it's petrified with nightmare chunks. Before acquiring the frame, Luigi must sleep on it so Mario can enter the dream world and destroy the nightmare chunks.

Dream World (F)



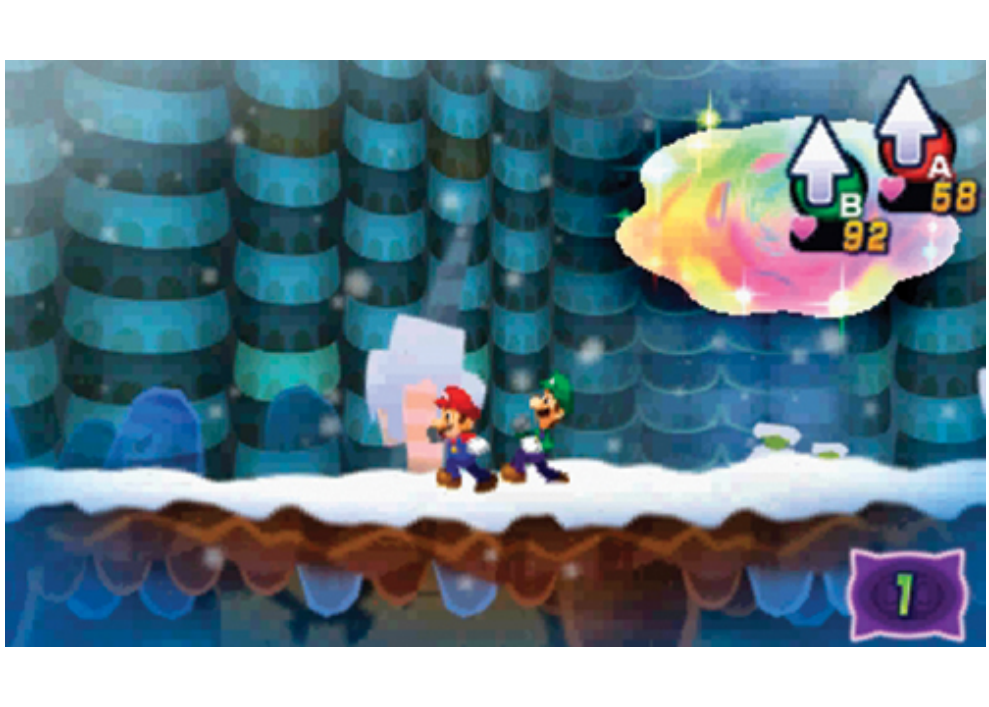
SUMMARY

Enemies: None

MAP LEGEND

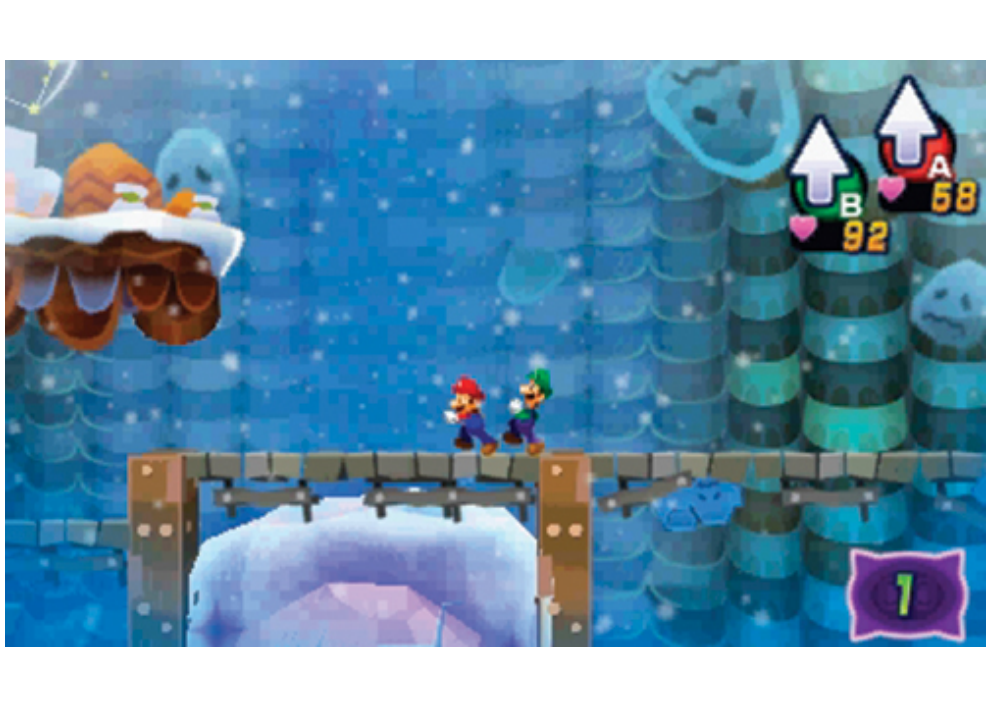
Ⓐ Dream World Location	M Block	Event Block	Portal
? Block	L Block	Attack Piece	Red Coin Block
Shop	Save Block	Nightmare Chunk	

A



Dreamy Luigi arrives soon after Mario emerges from the dream portal. There's nothing else to do here, so exit on the left.

B



The nightmare chunk is located in this room, but it's encased in a cracked vessel, preventing Mario and Dreamy Luigi from accessing it. Cross over the top platform and exit on the lower left.

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Strike the Event Block near the entrance to trigger a timed event—you must reach the exit on the upper-right side within 30 seconds. As soon as the timer starts, race to the left, careful to avoid contact with the protruding fist-like platforms. Ascend the platforms on the left side and consider striking the ? Block at the top to acquire a few coins. But don't waste too much time collecting coins. Instead, race across the upper platform, once again avoiding the protruding fist platforms. Strike the Event Block on the right side to stop the timer. If you made it to the Event Block in under 30 seconds, the door on the upper-right side opens, leading back to area B.

B

BACK
B
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1

You return to this area on the upper-left platform—collect coins from a ? Block here. You can also access the Luiginary Work. Form a Luiginary Ball and descend to the lower-right level. Approach the case enclosing the nightmare chunk and use the Ball Hammer to smash it open—it takes three solid hits to smash the case and the nightmare chunk within it. Return to area A and hop through the dream portal to return to the real world.

You got the Pajamaja Rock Frame!

With the nightmare chunk destroyed, the Pajamaja Rock Frame is now safe to acquire and use. Now it's time to find the remaining bed parts. But before leaving Mount Pajamaja for good, consider taking a detour to search a couple of unexplored areas.

East Ledges

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After exiting the cave, head to the east to gather some goodies from this dead-end area. This area is a bit of an obstacle course, requiring you to use all the moves taught by the Massif brothers. Start by performing a Side Drill through the nearby ice chunk, then Spin Jump across the metal platforms to the east—grab Bros. Wear from the ? Block on the far east side. Spin Jump to the plateau to the north, then Ball Hop up to the next ledge to grab more coins from a ? Block. Cross the bridge to the west to obtain a Bros. Bean, then exit the area to the west.

Treasure Chamber (West)

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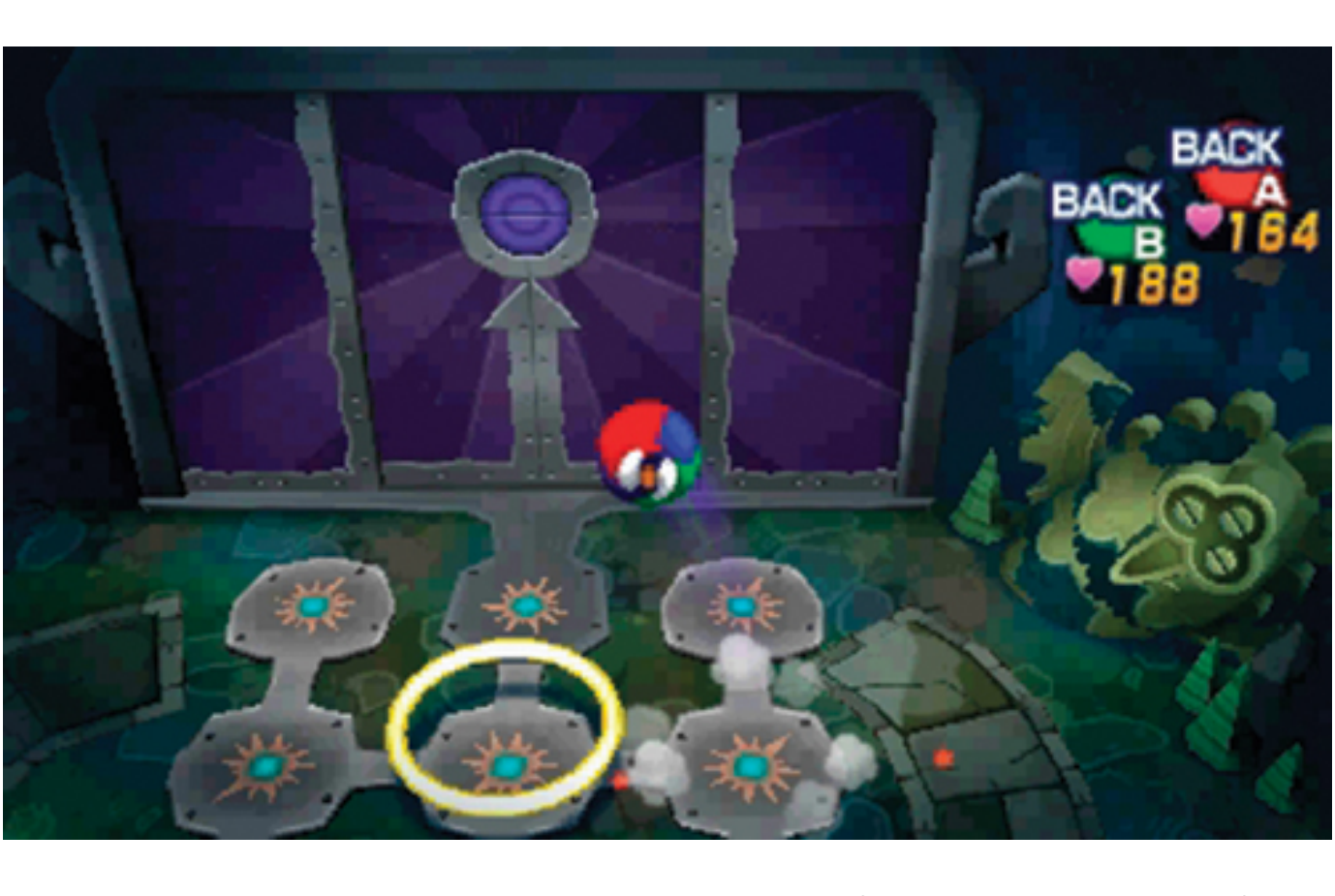
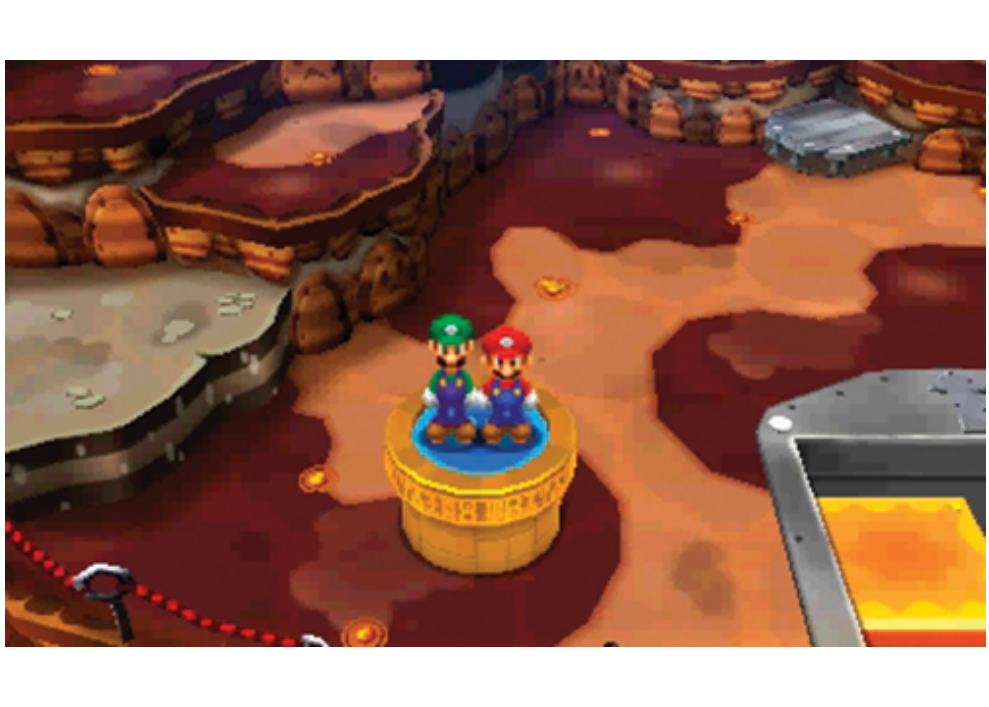


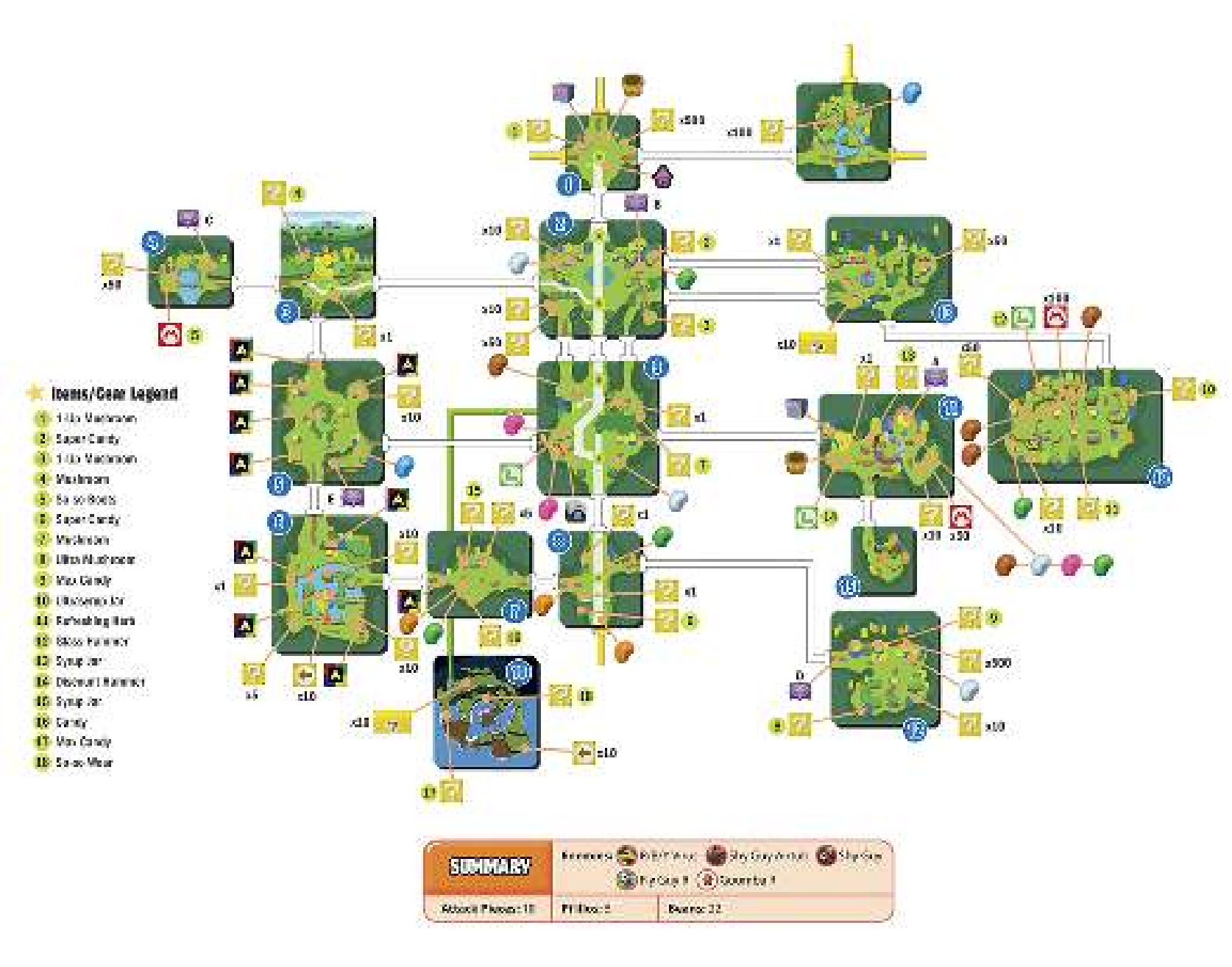
Now that you have the Ball Hop ability, you can access this room, directly north of area 12. Ball Hop up the metal platforms to enter this cave. Inside, complete another Ball Ring challenge to unlock the large door. Ball Hop through all the Ball Rings that appear, then Ball Hop into the socket in the door. On the other side of the door you can retrieve Iron Ball Boots DX from the L Block and coins from the M Block. There's also a Stache Bean underground, between the two blocks—use Mole Mario to acquire it.

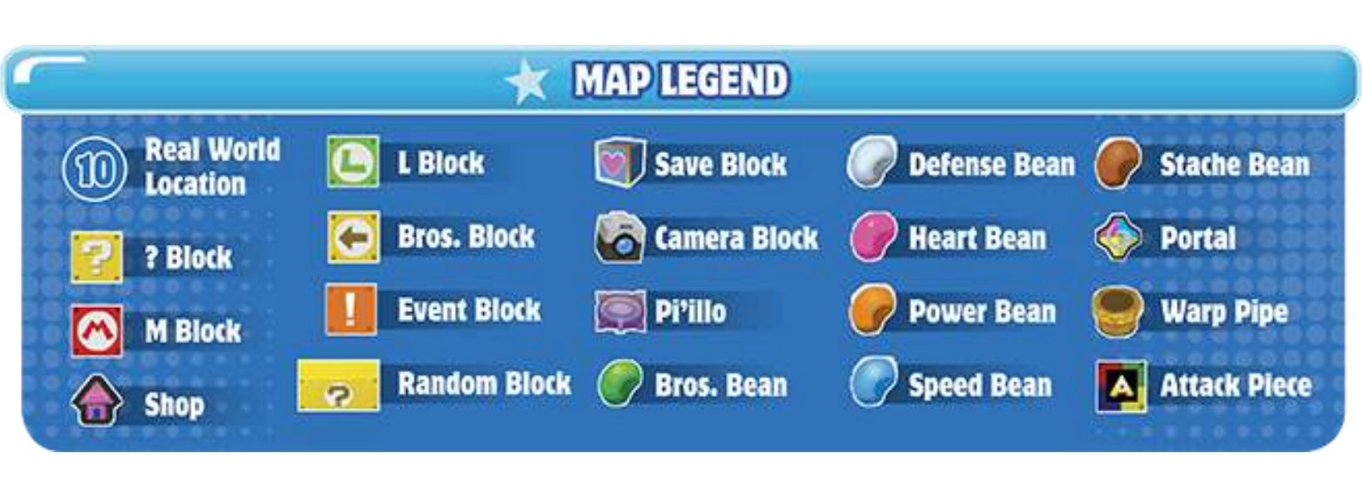


Now's the perfect time to thoroughly explore the rest of Mount Pajamaja, rounding up beans and Pi'illos you may have missed during your first visit. When you're finished exploring, enter the nearest Warp Pipe and head for Mushrise Park to resume your search for Ultibed parts.

Mushrise Park

Mushrise Park





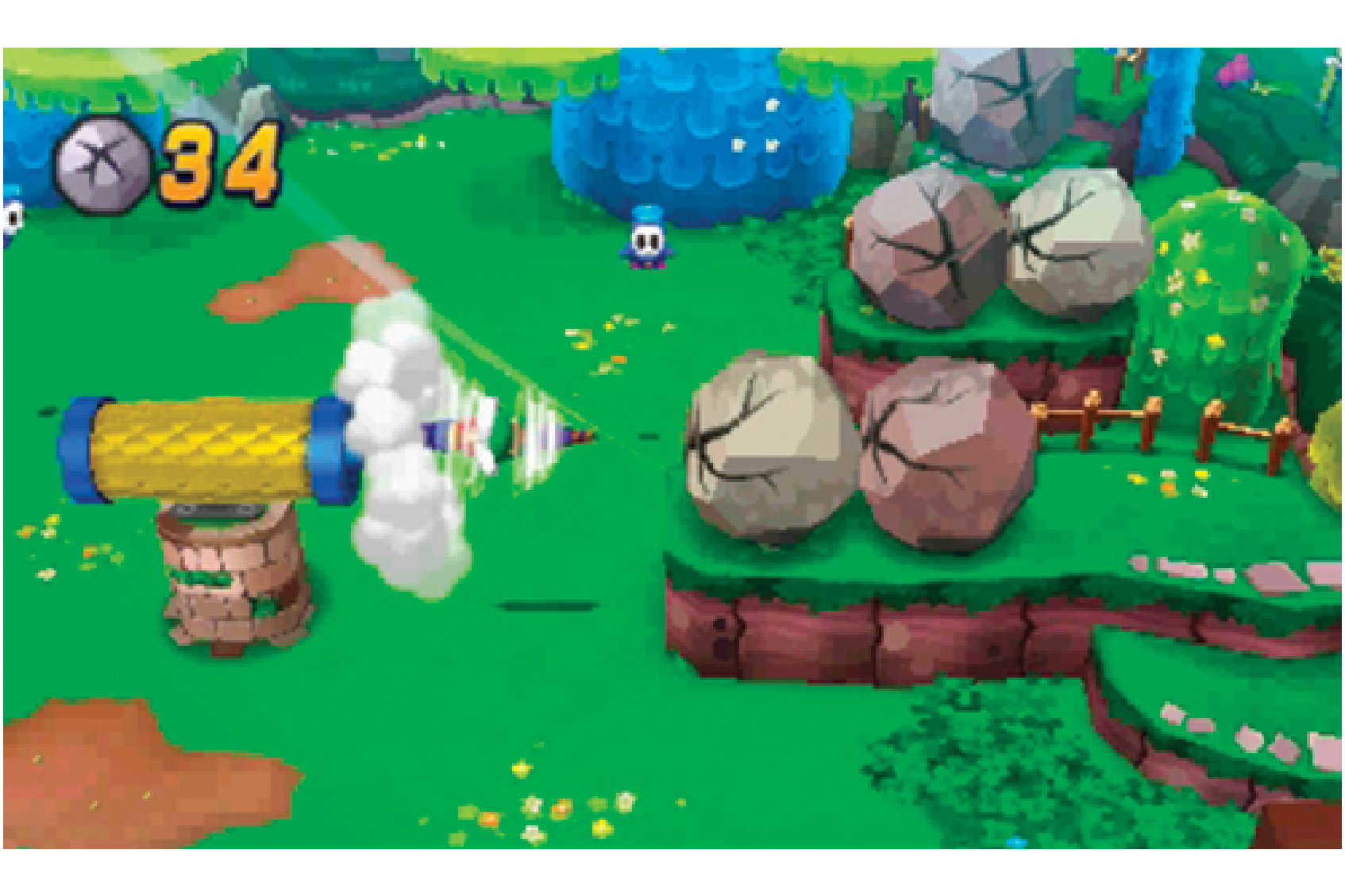
⑨ Fountain of the Zeekeeper

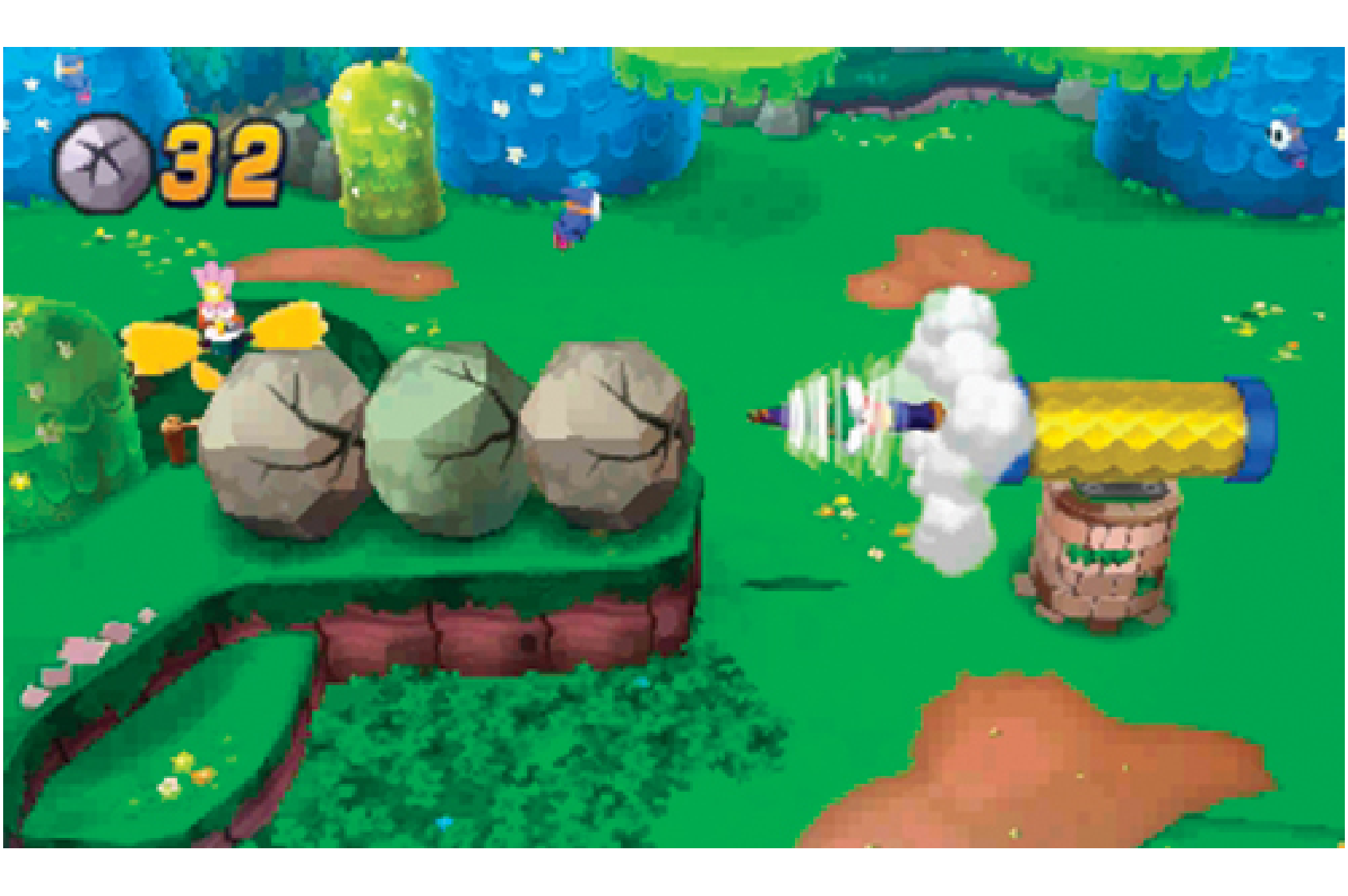
Meet Boss Brickle here near the malfunctioning fountain. He knows exactly where the Mushrise Tree Board is…but he needs you to do him a favor first. He needs Mario and Luigi to break rocks in three different areas (12-14) of Mushrise Park. He suggests starting in the southern area before heading east.

⑧ Southern Park Path

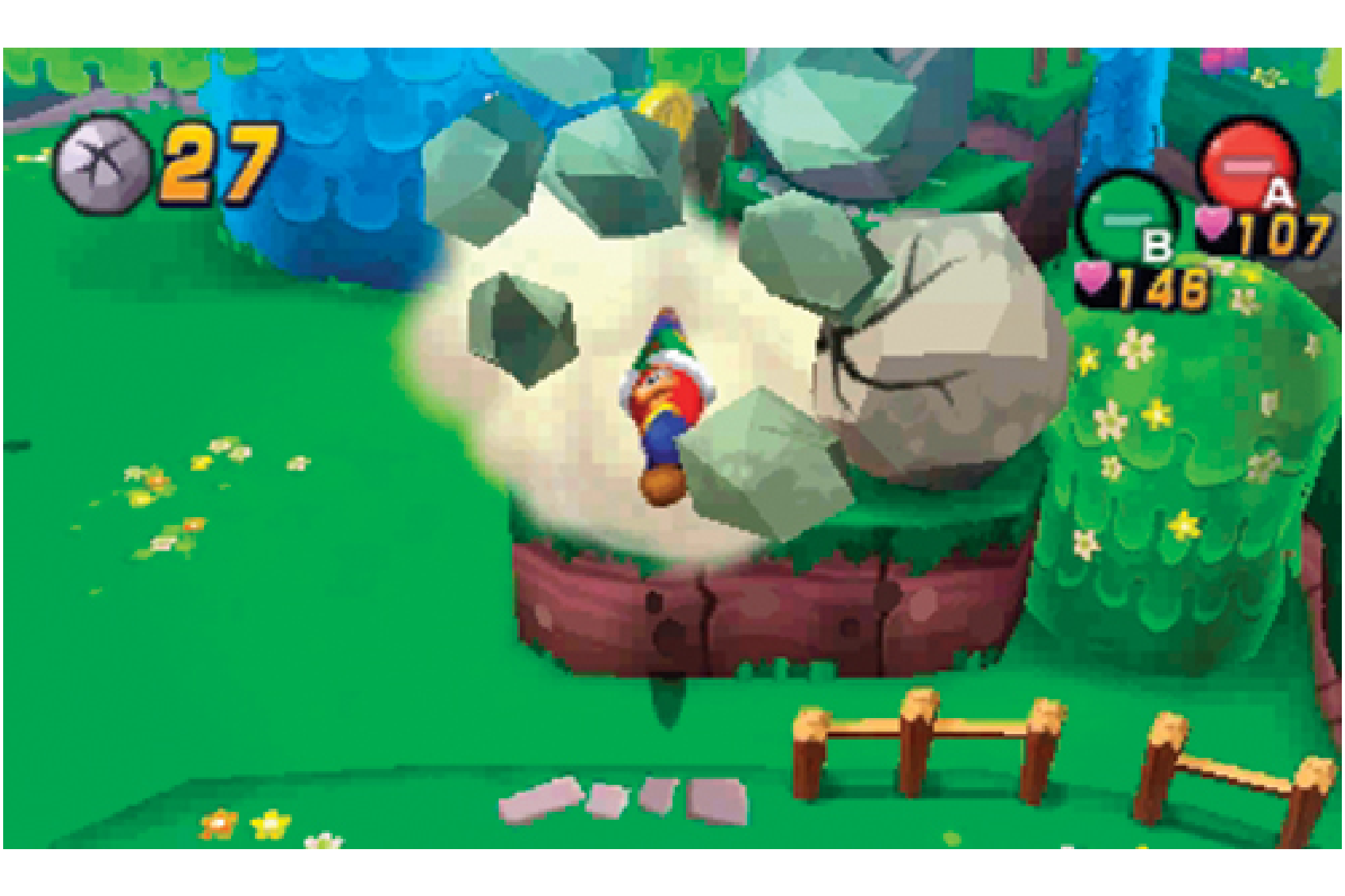
Enter this area by heading south, then approach the path on the east side. The Brocks here have removed the tree that was blocking this path—grab the Bros. Bean nearby. After speaking to the Brocks, they allow you to pass.

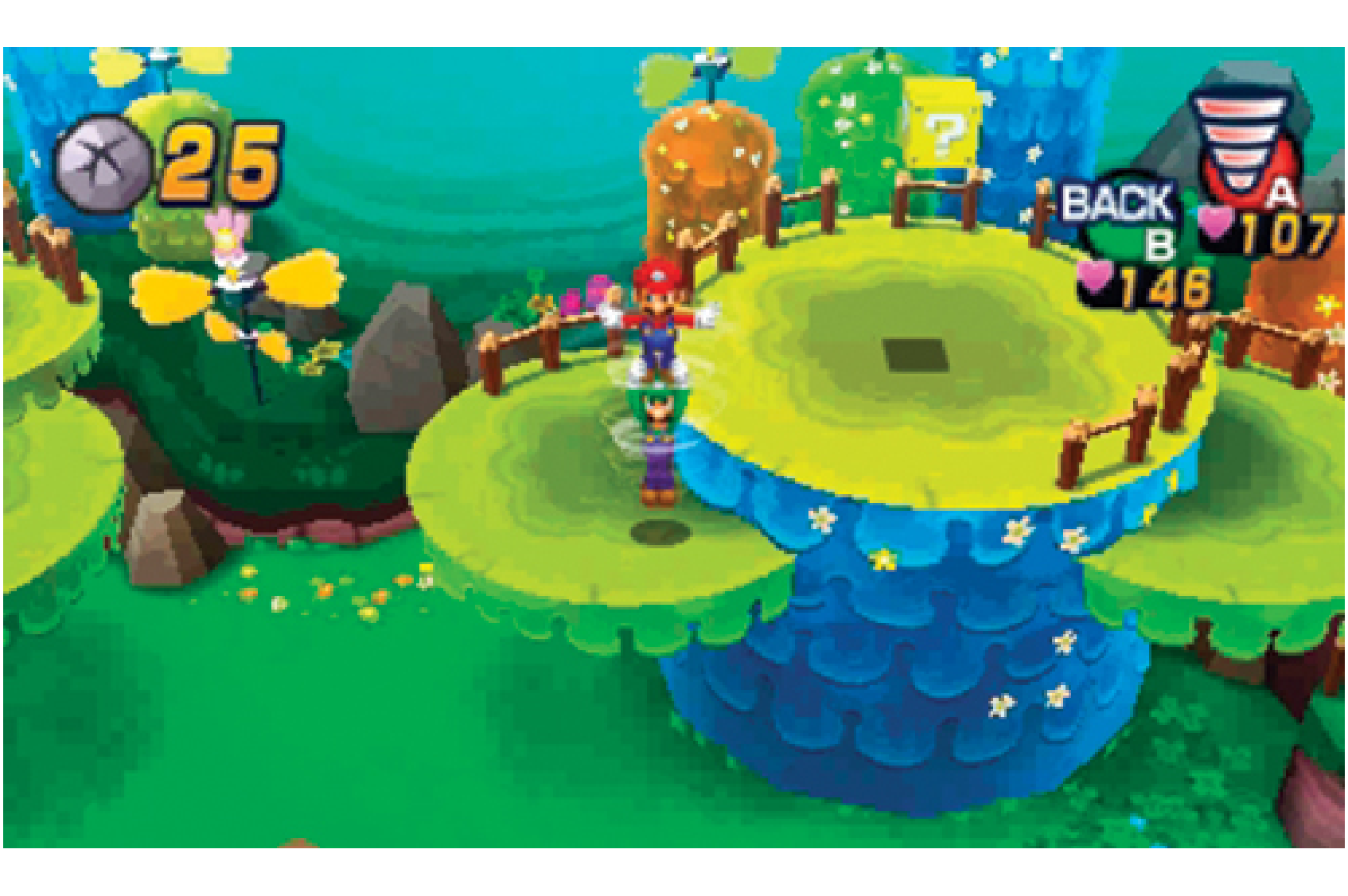
⑫ Southeast Rock Field



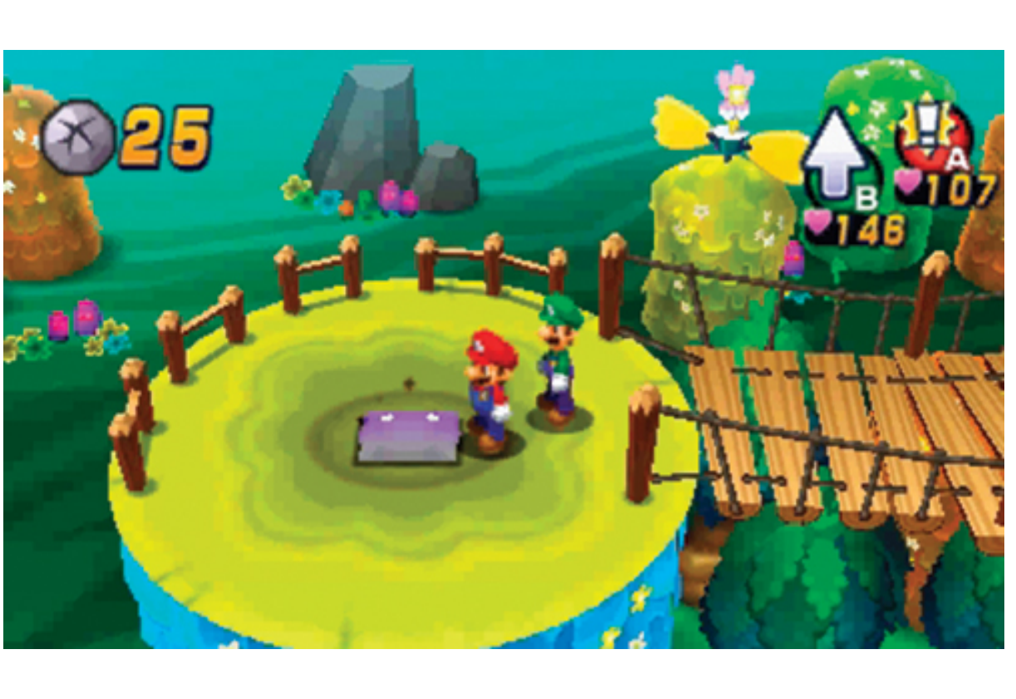


You must smash a total of 10 rocks in this area—two of them are on the ground level, and easy to reach. However, watch out for the Fly Guy Rs and R/B/Y Viruses here. The Fly Guy Rs perform just like the standard Fly Guys you encountered earlier, only they're a bit tougher and joined by their equally more durable Goomba Rs—you should have no problem defeating them. When you're finished battling the enemies here, jump onto the plateau to the south, then Side Drill into the rotating Rolling Pipe in the center. As the Rolling Pipe rotates in the desired direction, press Ⓑ to send Mario and Luigi shooting out. Use this method to destroy the five rocks to the east and west.



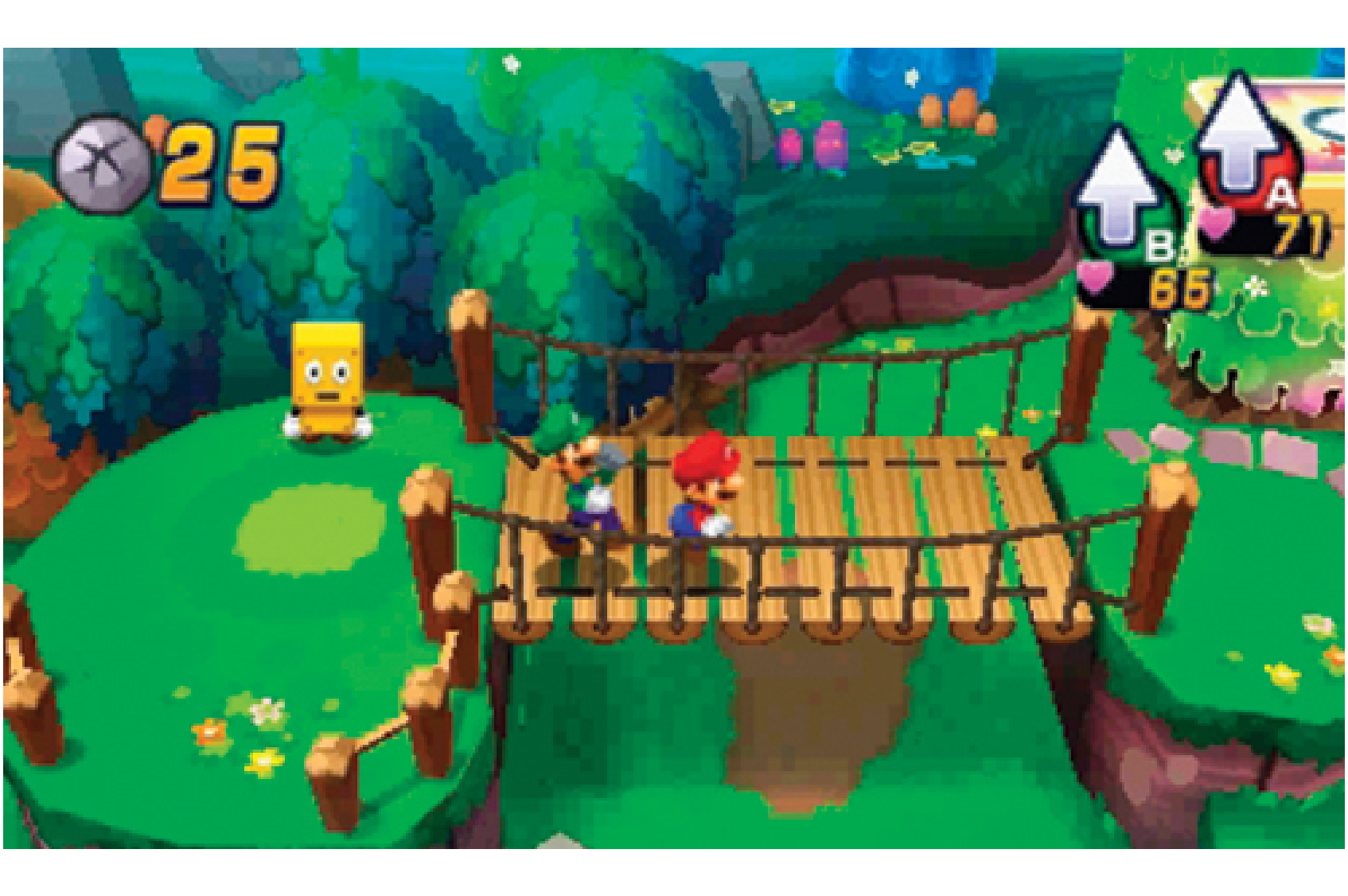


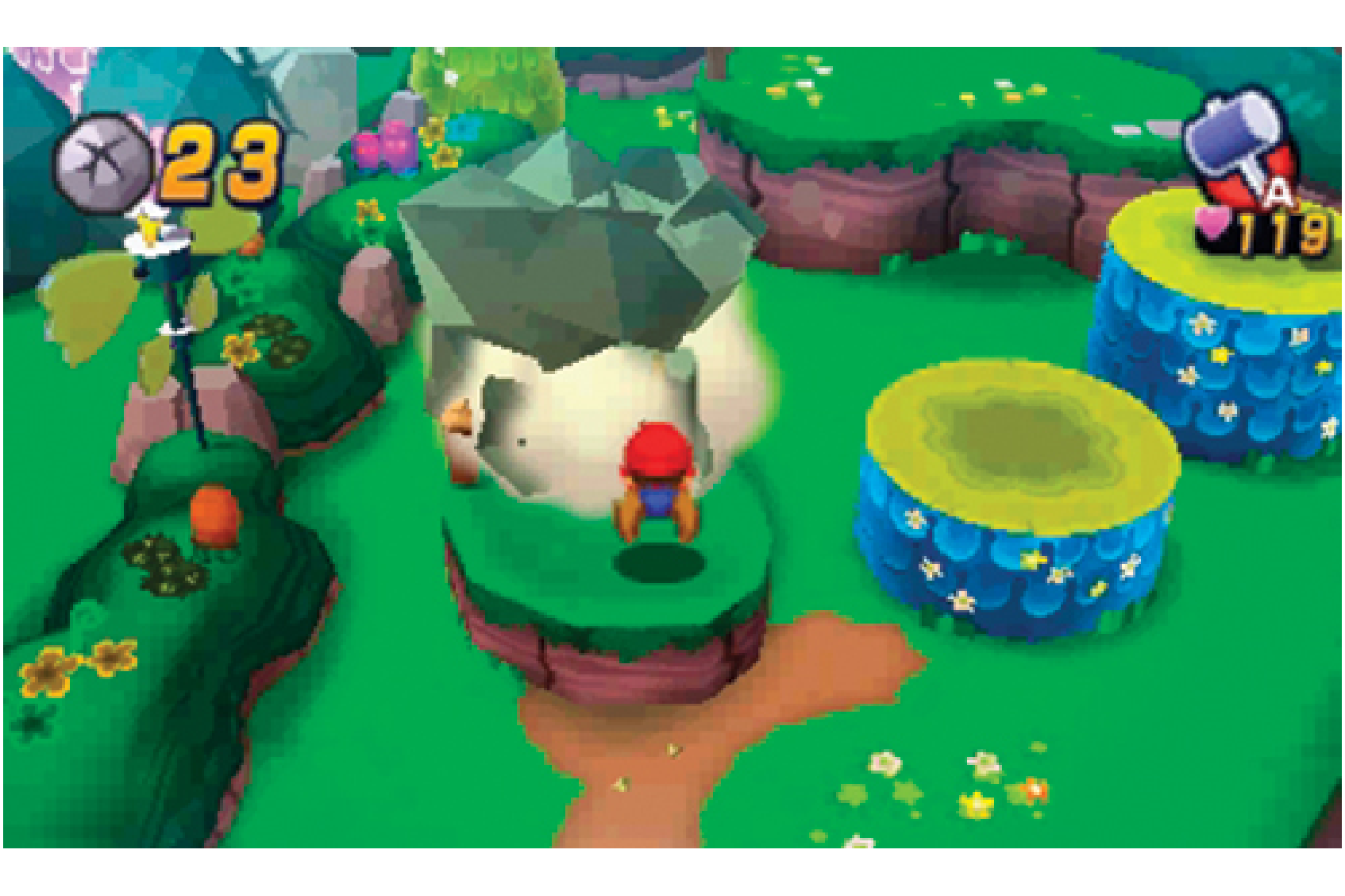
To smash the remaining three rocks in the northeast corner, use the Side Drill, approaching from the south. The Side Drill destroys the first rock in this cluster. Next, use your hammer to smash the next rock. Finally, Side Drill to the north to destroy the tenth and final rock here. While you're in this area, use the Spin Jump to access the round platform to the far north—the ? Block here contains coins.



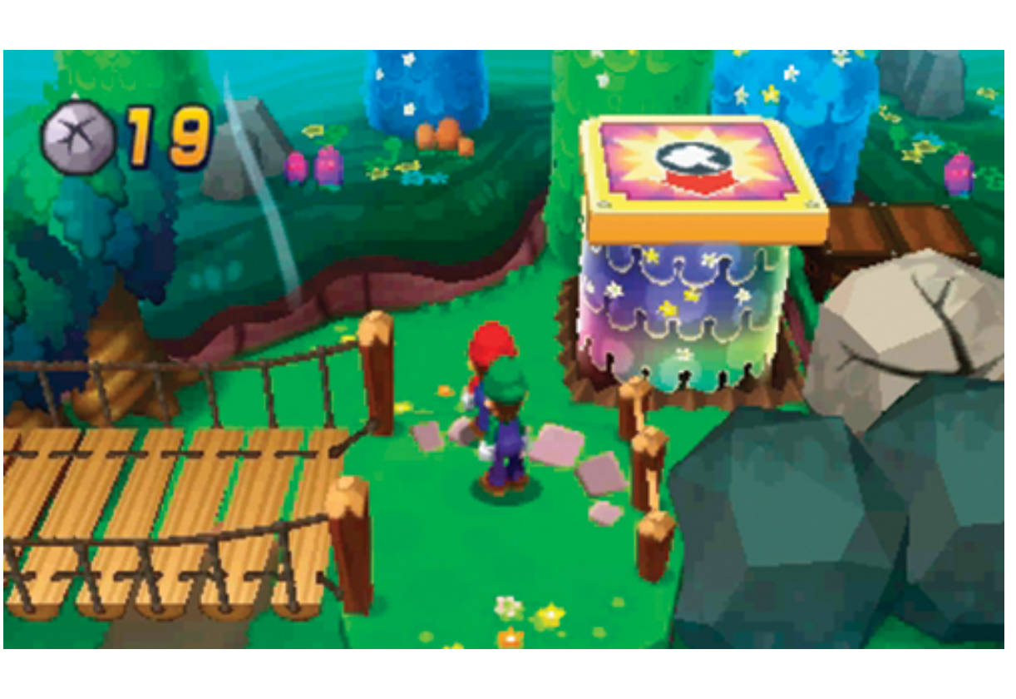
Continue Spin Jumping to the west to obtain Max Candy from another ? Block. Then cross the bridge to the west to find a pillow—take a moment to rescue this Pi'illo (D) before exiting this area.

⑬ Northeast Rock Field



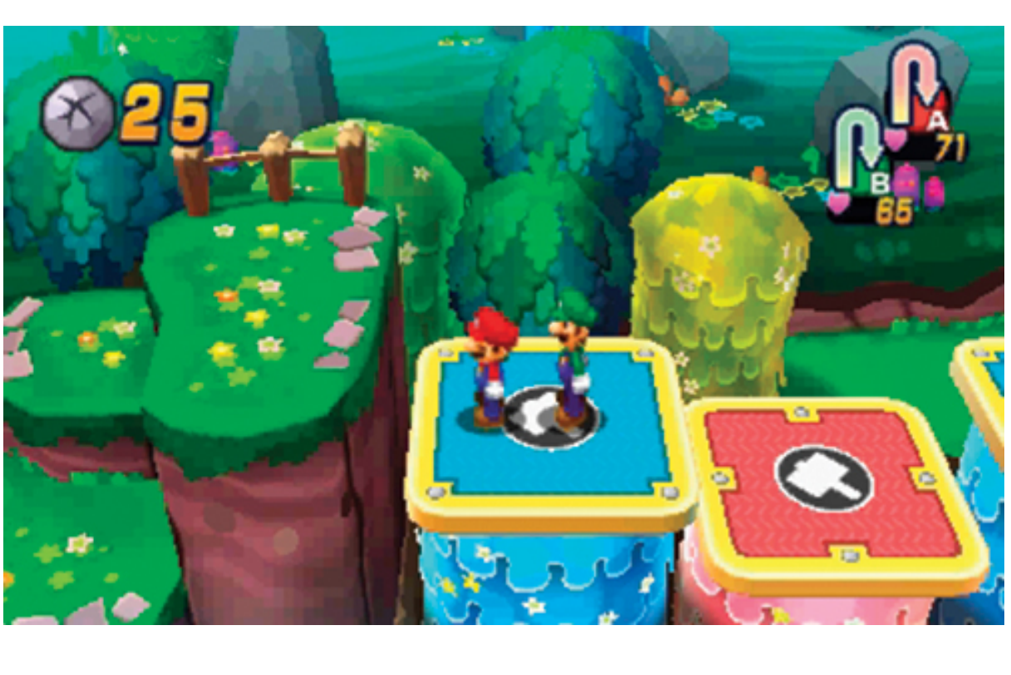


Enter this area from the east side of area 2. There are nine rocks to smash here as well as some coins contained within a Random Block and ? Block. Use the Ball Hop to reach the bridge on the east side. This bridge is guarded by a Brock. But upon hearing that Mario and Luigi are operating under orders issued by Boss Brickle, the Brock steps aside. Just watch out for the R/B/Y Viruses on the other side. Smash the rock blocking a small gate, then pass though the gate as Mini-Mario to smash two more rocks on the other side.



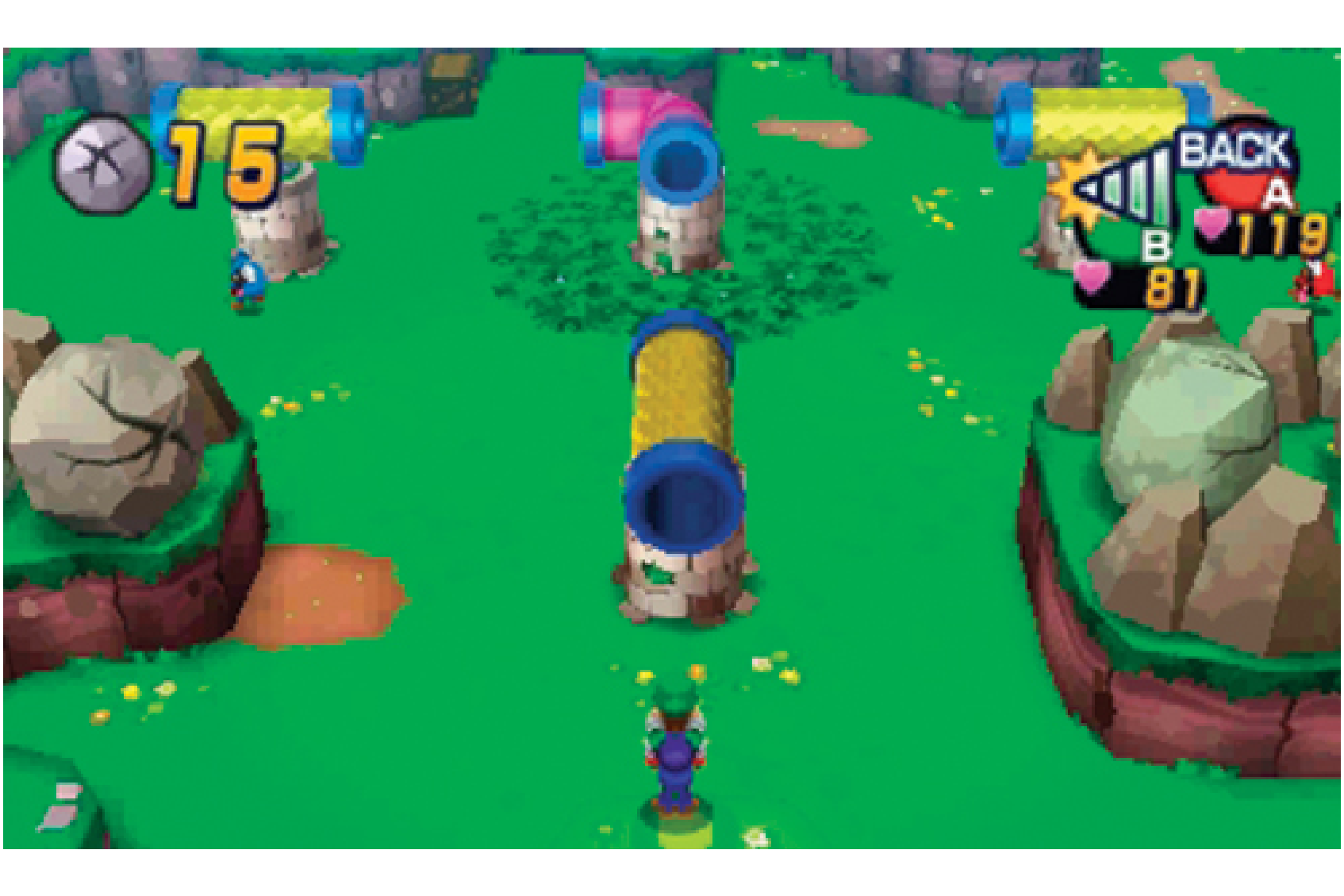
With the exception of the three rocks next to the Slingshroom in the northeast corner, the rest of the rocks here are pretty easy to break. When you've broken six out of the nine rocks, exit to the south. Don't worry about those last three rocks here—you can come back and take care of them later.

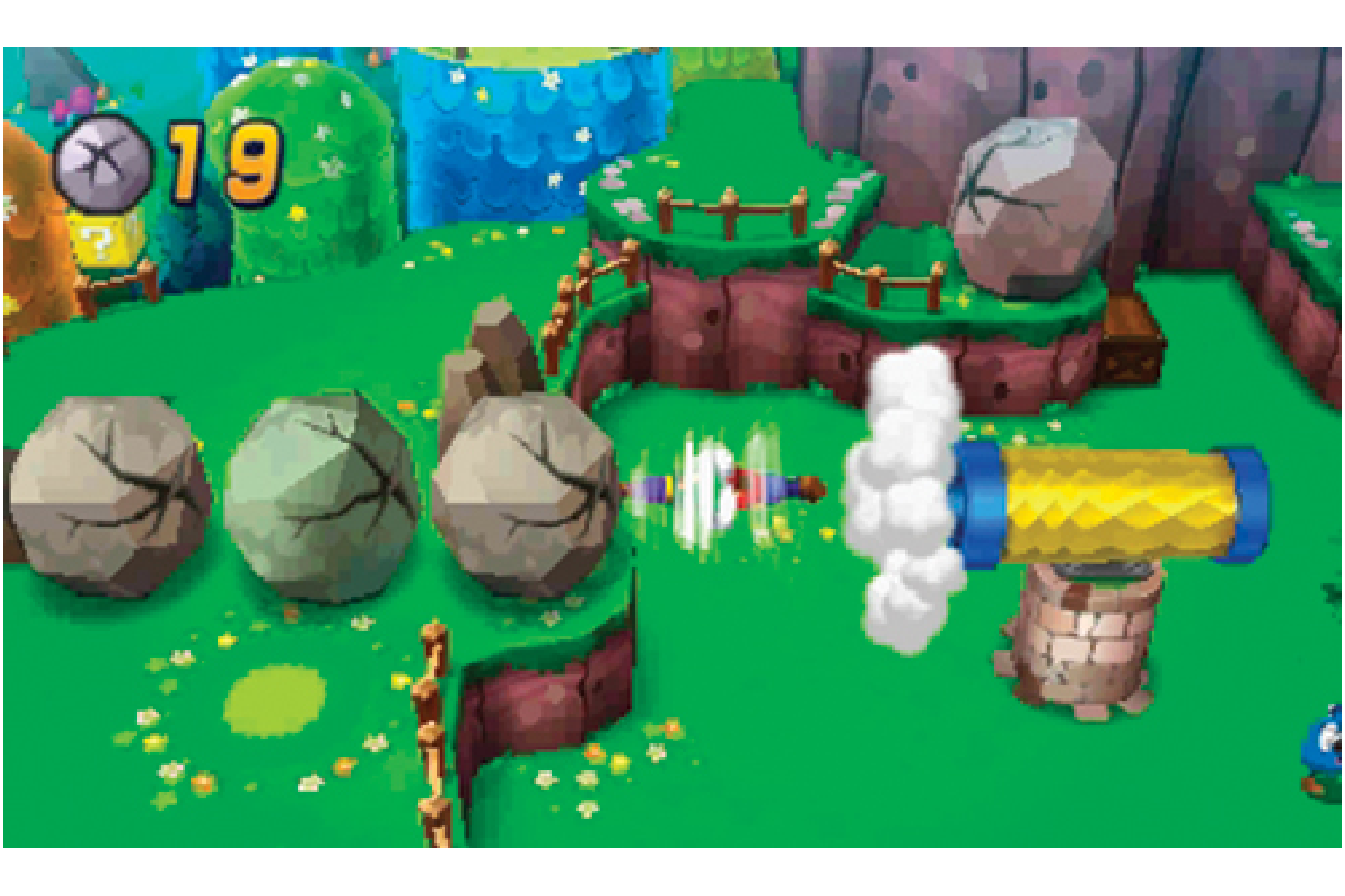
Tip



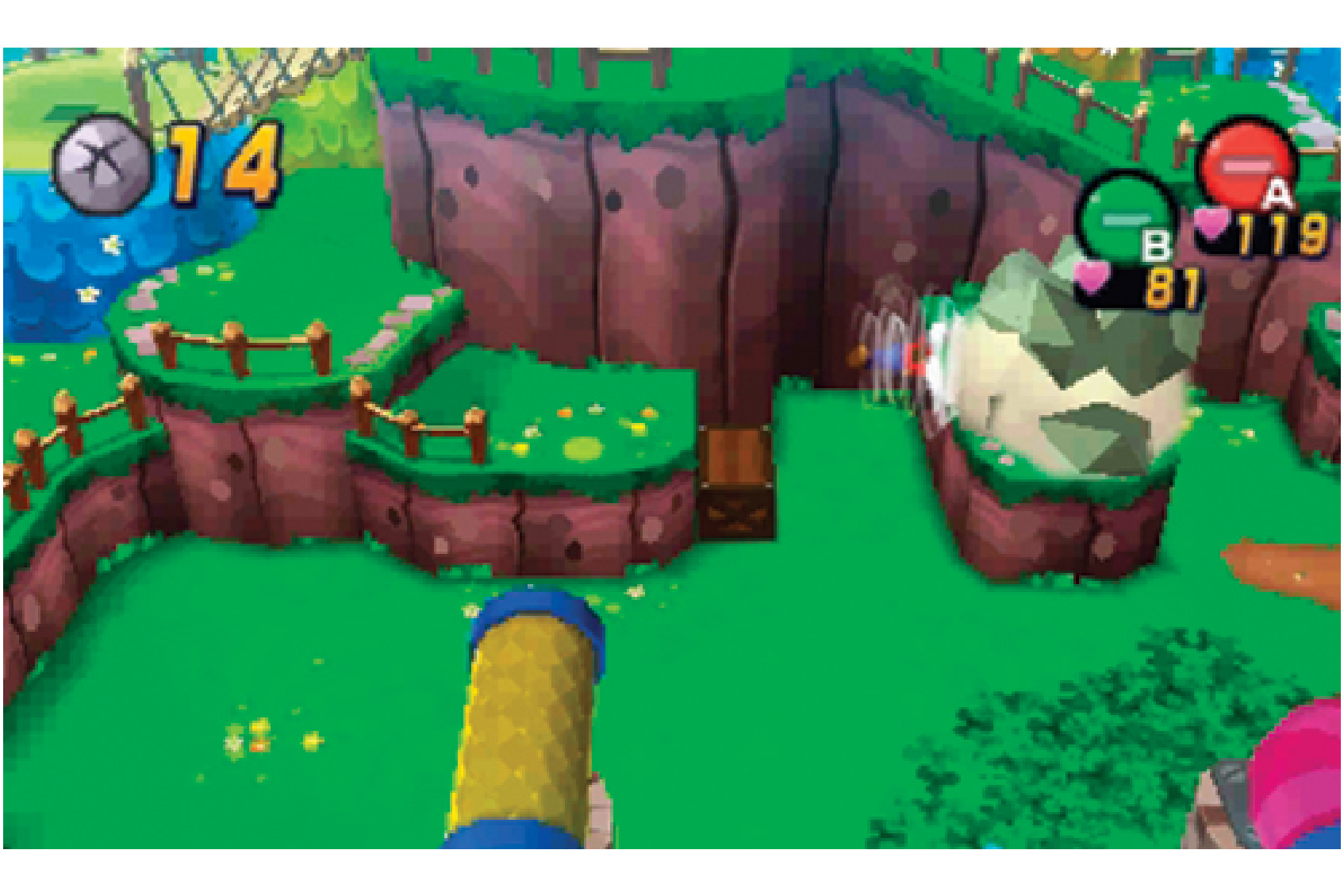
Use the Seasawshrooms to the north to reach the northwest plateau. From there, exit to the west to reach a ? Block containing Super Candy in area 2.

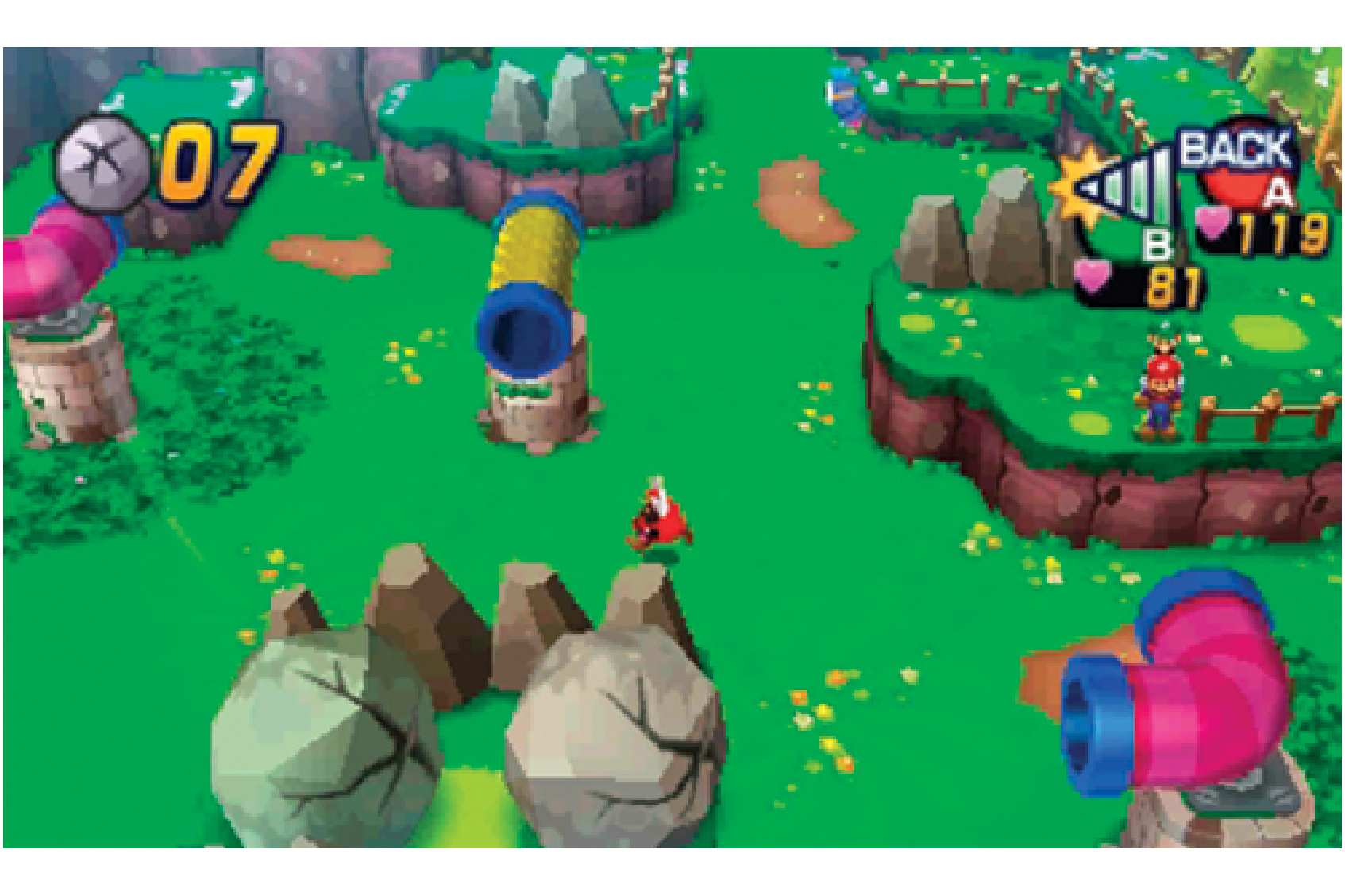
⑭ East Rock Field



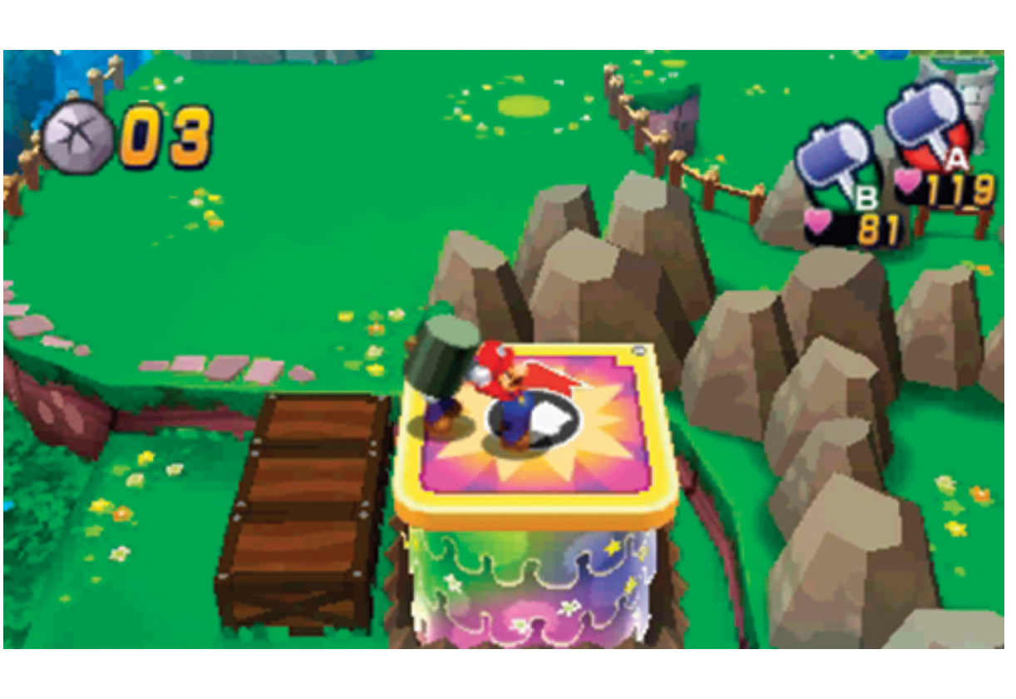


There are a whopping 16 rocks to smash in this large, monster-filled area. When you're not battling Fly Guy Rs and R/B/Y Viruses, move to the platform to the south and Side Drill into the nearby Rolling Pipe. In this area there's a large network of three Rolling Pipes and two L-Shape Pipes. Upon entering the first Rolling Pipe, wait for it to rotate in the desired direction, then press Ⓑ to send Mario and Luigi flying toward the rocks on the west side. Continue using the network of pipes to launch Mario and Luigi in different directions, smashing rocks along the perimeter.





The Rolling Pipes and L-Shape Pipes aren't necessary to destroy all the rocks here. The use of your hammer and Side Drill moves is also effective. And remember, you don't have to enter the pipes from the south. Enter the eastern L-Shape Pipe from the north to destroy two rocks on the southeastern plateau.



When you've smashed all the rocks here, approach the Slingshroom to the southwest—stand atop and give it a good whack with your hammer to launch Mario and Luigi north, back into area 13.

Tip

Don't leave area 14 until you've gathered all the goodies here. Highlights include a Glass Hammer (in the L Block), a Bros. Bean, a Speed Bean, and two Stache Beans.

⑬ Northeast Rock Field

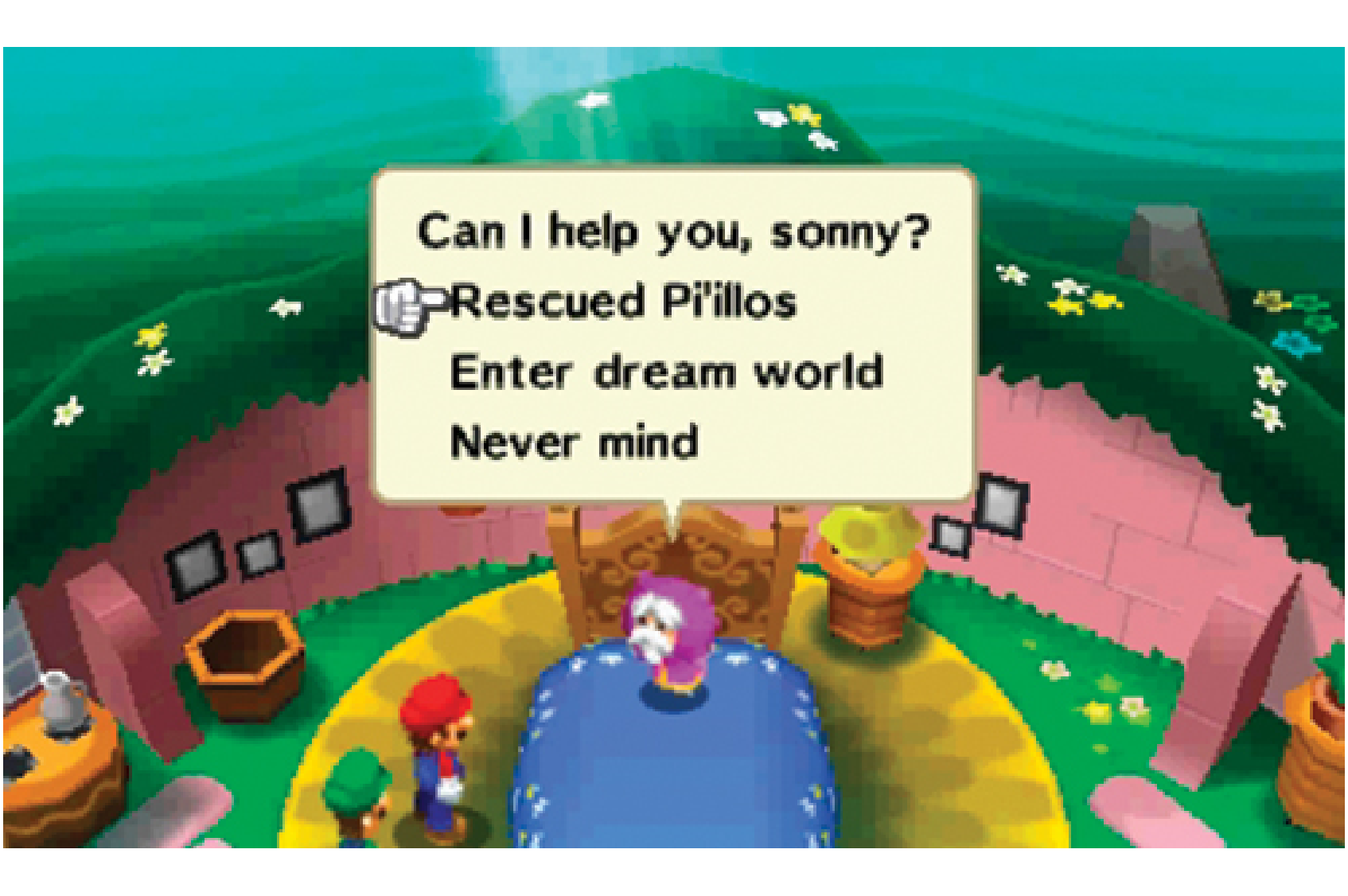
Launched from the Slingshroom in area 14, Mario and Luigi slam into two rocks in the northeast corner here, only leaving one rock to be smashed—strike it with your hammer. That's the last of the rocks. Starlow advises checking in with Boss Brickle to inform him of your success.

⑨ Fountain of the Zeekeeper

A deal's a deal.
Follow me...

Return to the fountain to find Boss Brickle. He's very happy with Mario and Luigi's rock-smashing skills. A deal's a deal—he asks you to follow him to the east. Hop across the Bounce Flowers and exit on the east side.

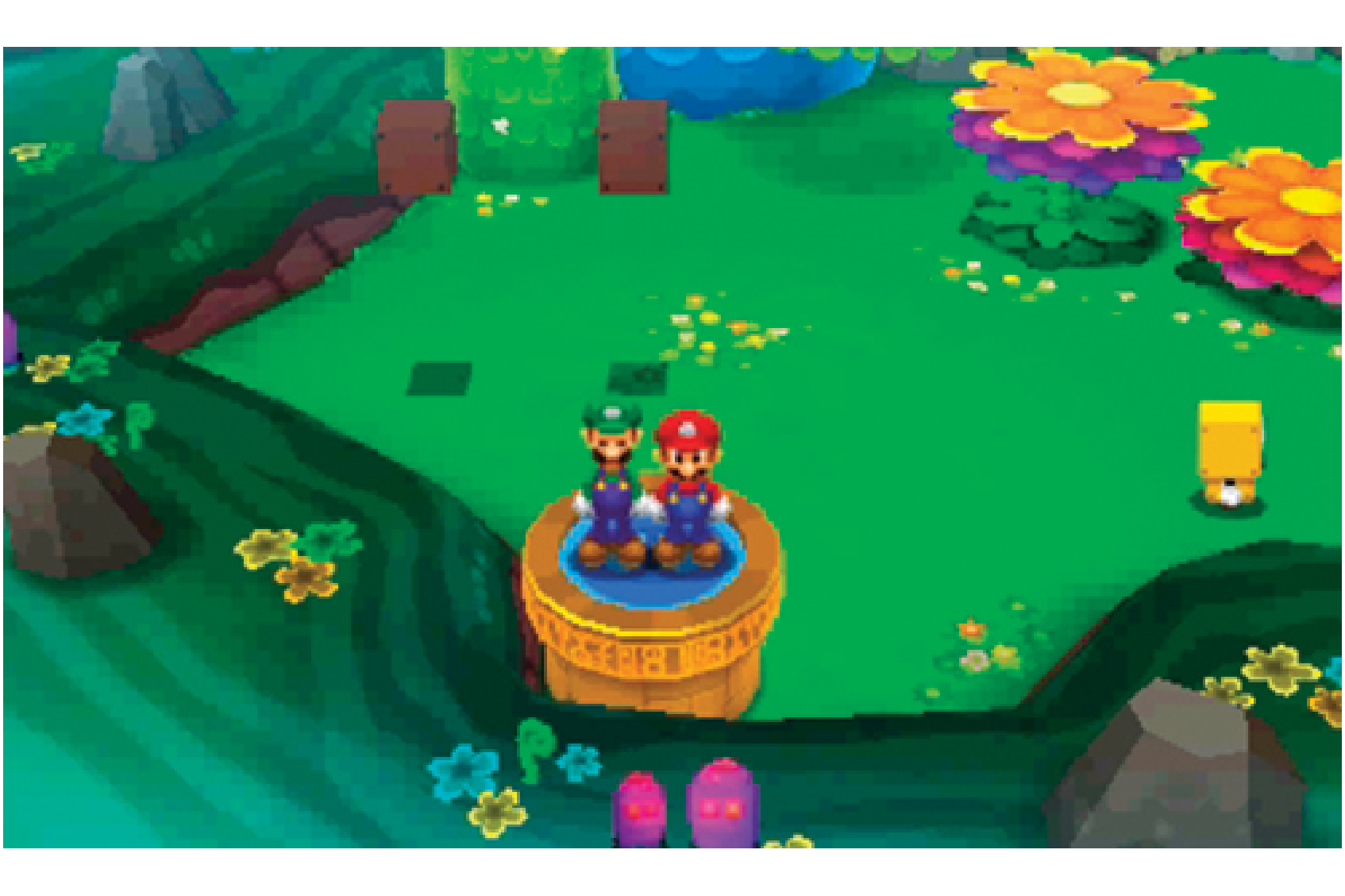
⑪ Maintenance Hut



Upon entering this area, Boss Brickle urges Mario and Luigi to follow him to the south. But before following Boss Brickle, check in with Eldream in the nearby hut. If you've been rescuing all the Pi'illos you've encountered during your adventure, Eldream has some rewards for you. If you haven't paid Eldream a visit in a long while, now's a good time to stop by and collect your rewards. When you're finished speaking with Eldream, exit to the south to find Boss Brickle.

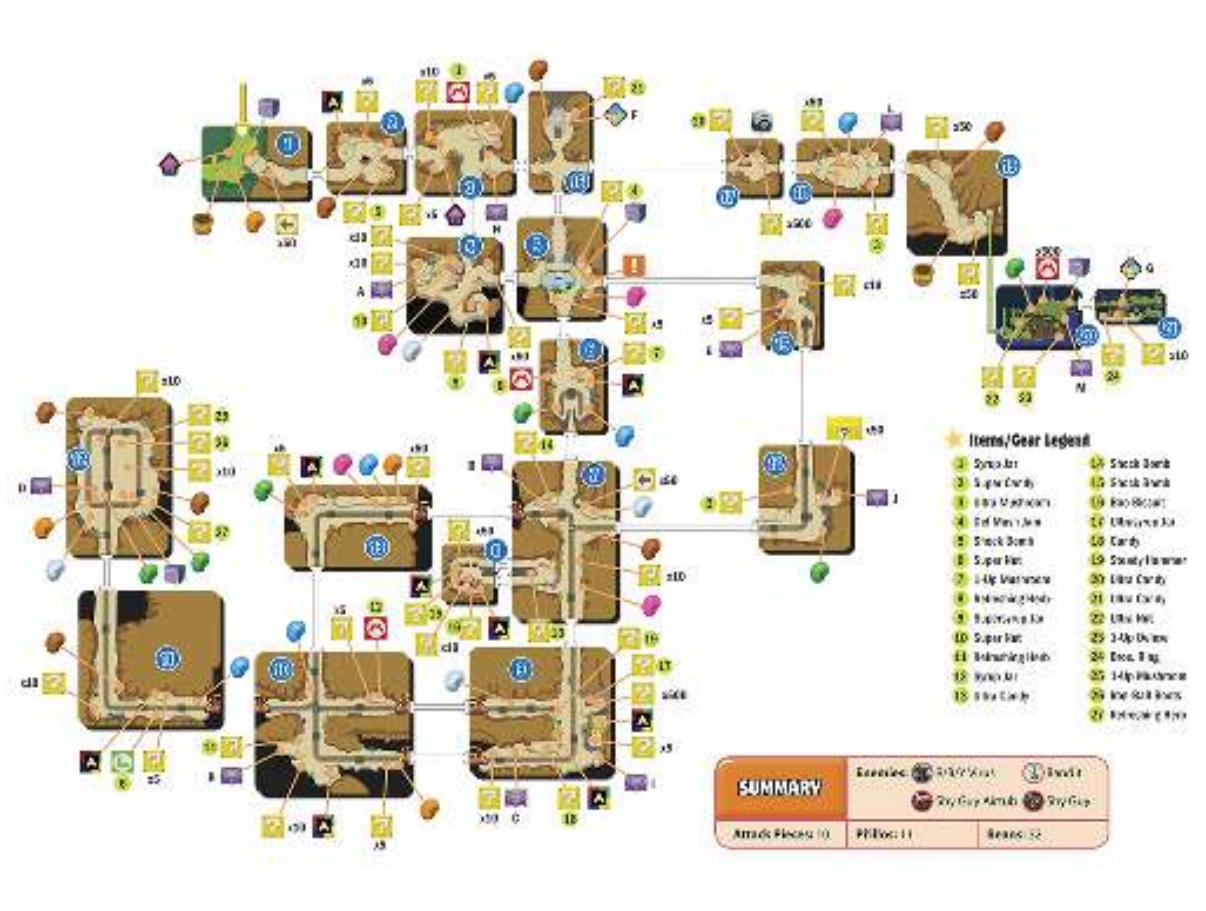
⑮ Hidden Grove

The Mushrise Tree Board!



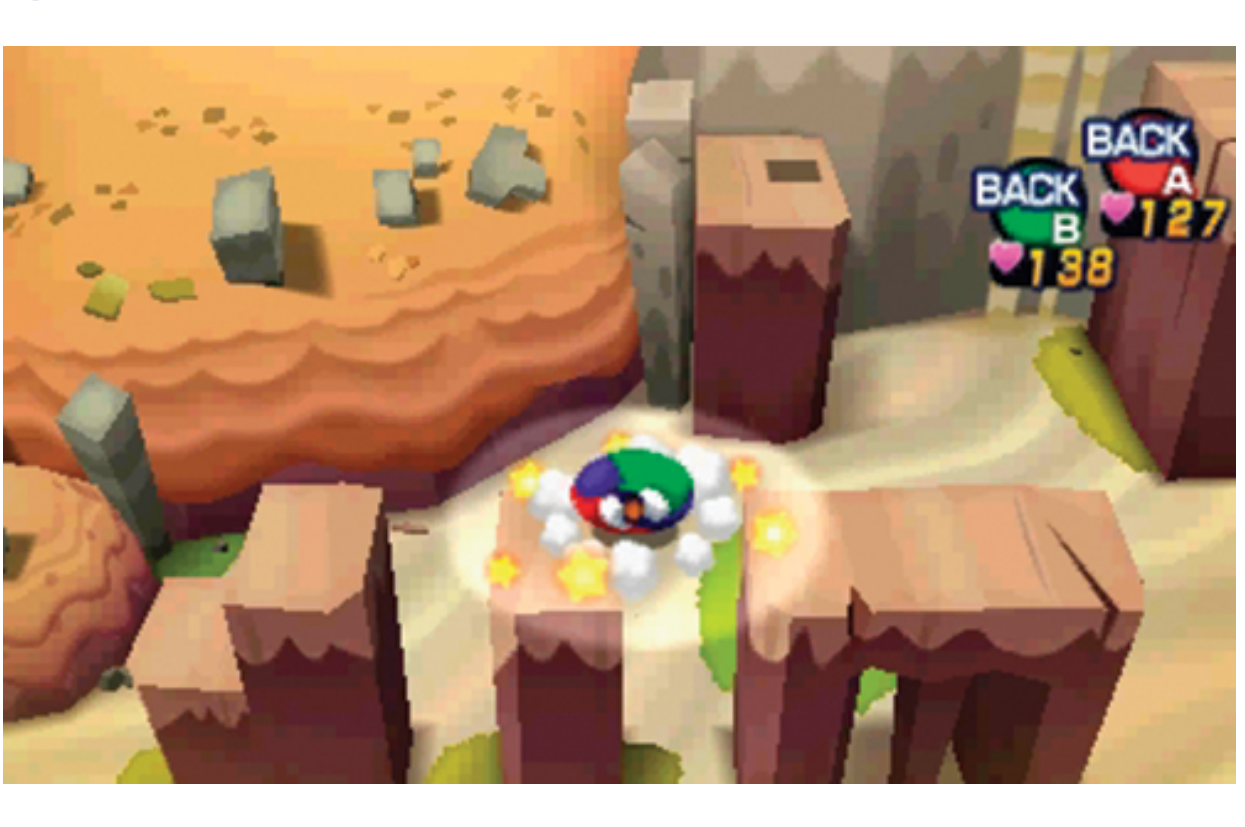
As promised, Boss Brickle leads Mario and Luigi to what he believes is the Mushrise Tree Board…though he's not certain. But upon close inspection, Dreambert confirms that this is the real Mushrise Tree Board. But there's no time to rest. There are still two more Ultibed parts to be found. Return to the Warp Pipe in area 11 and set a course for Dozing Sands.

Dozing Sands

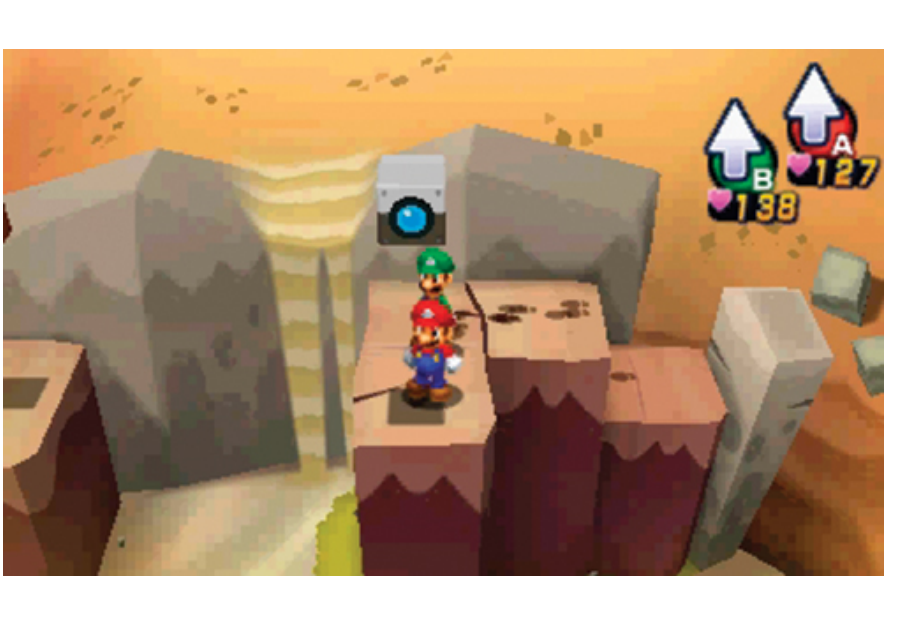


MAP LEGEND
Real World Location
? Block
M Block
Shop
L Block
Bros. Block
Event Block
Random Block
Save Block
Camera Block
Pi'illo
Bros. Bean
Defense Bean
Heart Bean
Power Bean
Speed Bean
Stache Bean
Portal
Warp Pipe
Attack Piece

⑰ Ball Hop Mesas



Upon arriving in Dozing Sands, head straight for area 17, directly east of the Dreampoint in area 16. Now that you have learned the Ball Hop, you can fully explore this area. Ball Hop across the column-like mesas, starting on the west side and bouncing east. When you reach the large mesa, halt the Ball Hop and then Spin Jump to the north. Here you can get Ultra Candy from a ? Block. Return to the mesas on the west side and Ball Hop over them again. This time Spin Jump to the east when you reach the large mesa—the ? Block here contains coins.



After collecting coins, Spin Jump to the mesa to the north to strike the Camera Block to obtain the Dozing Sands shot—you can decrypt it during your next visit to Wakeport. When you've gathered all the goodies here, exit to the east.

⑱ Rock Wall

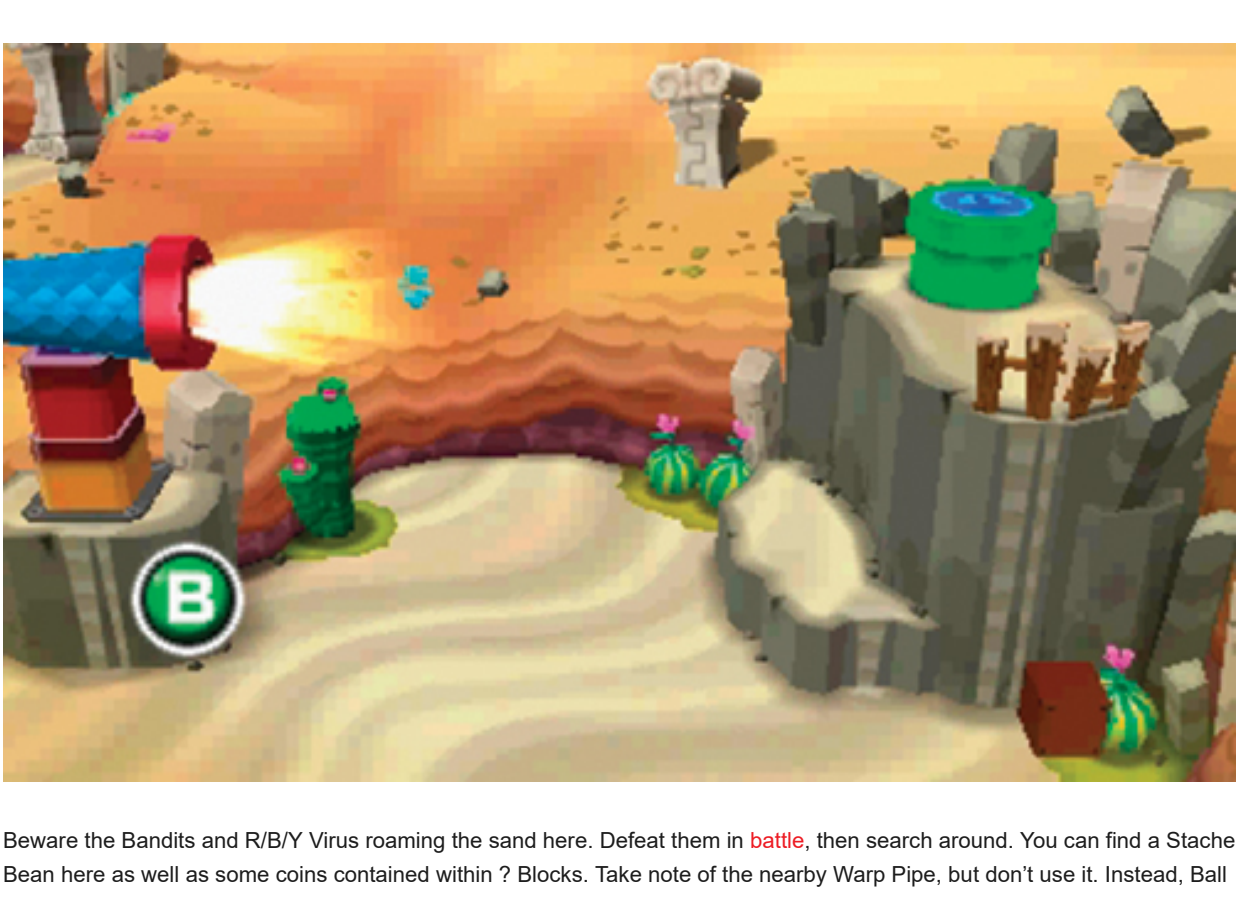
Can't work on the far side because of this giant wall!

Mario and Luigi meet Britta here—her Shelltop workers are incapable of breaking through the nearby rock wall. And she just knows there's treasure waiting on the other side. After Britta leaves, simply Ball Hop over the wall. But watch out for the R/B/Y Virus and Bandit on the other side.

Bandits are tricky enemies, eager to steal Mario and Luigi's coins. When they toss smoke bombs, be ready to jump over (or on) them as they emerge from the smoke and charge at Mario and Luigi—if they make contact, they'll inflict damage and steal 100 coins. Keep track of the Bandits that have stolen coins, and defeat them before they can escape. Bros. Attacks work best against these enemies—try Mario's Bomb Derby. But if you're low on BP, simple Jump and Hammer attacks will suffice. You only have one attack turn to defeat Bandits holding your coins. If you're unsuccessful in defeating them in your turn, they'll toss a smoke bomb and run away, taking 100 coins with them. In another attack, Bandits will push explosive decoys toward Mario and Luigi from the confines of their smoke screen—don't take the bait. Striking one of these decoys with your hammer will only damage you. Wait until the real Bandit emerges from the smoke, then strike him with your hammer.

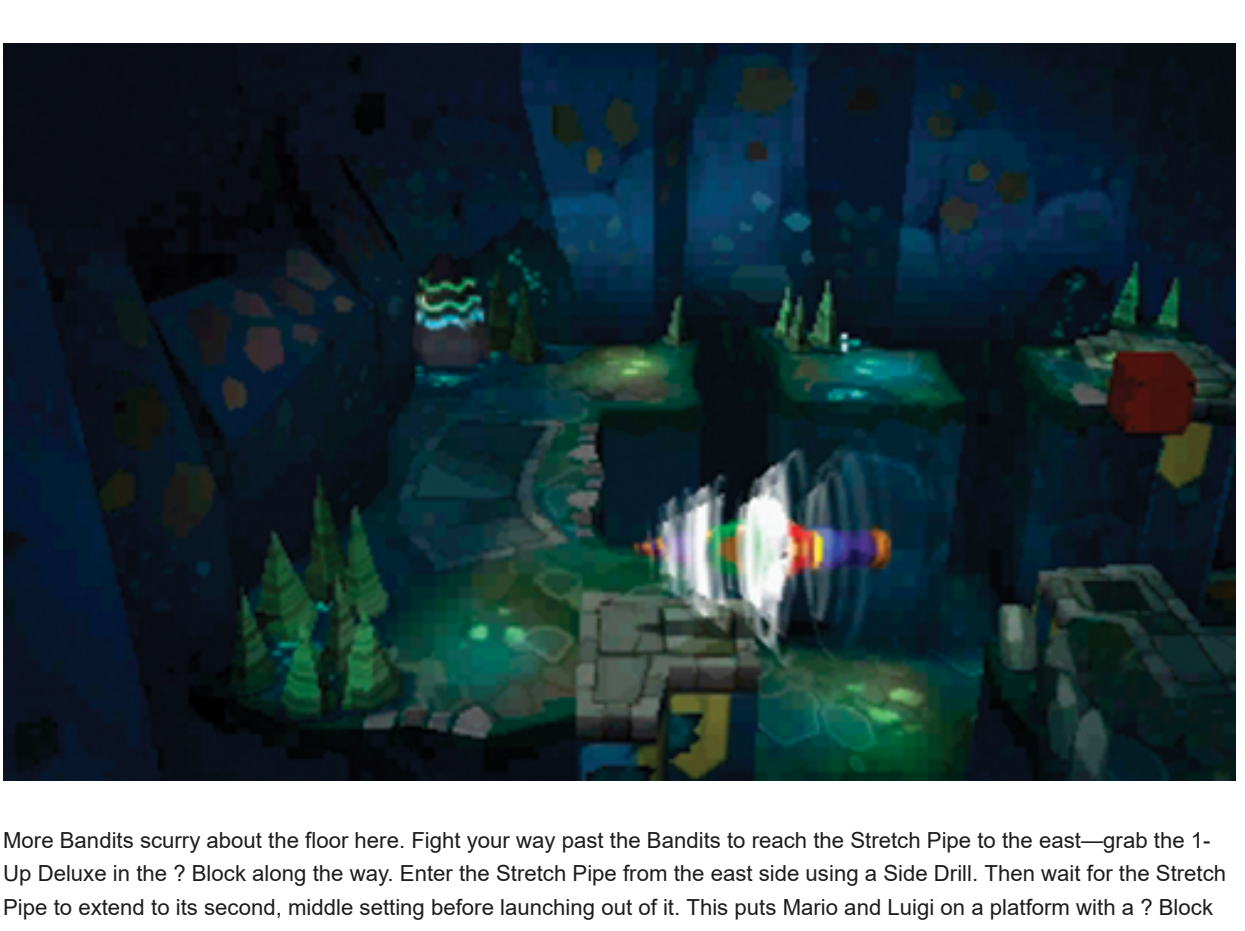
After battling the enemies here, take a moment to seek out some goodies, including a Speed Bean and Heart Bean. There's also a pillow in the northeast corner—Ball Hop up here to rescue the Pi'illo (L) trapped within. There's an Ultra Mushroom in the ? Block to the southeast. Once you've looted the area, exit to the east.

⑲ Underground Entrance



Beware the Bandits and R/B/Y Virus roaming the sand here. Defeat them in battle, then search around. You can find a Stache Bean here as well as some coins contained within ? Blocks. Take note of the nearby Warp Pipe, but don't use it. Instead, Ball Hop up to the mesa near the center of the area to access the nearby Stretch Pipe. This functions similar to the Rolling Pipes, but you can choose at which altitude you want to exit. Side Drill into the Stretch Pipe, then wait for it to stretch upward, to its second and middle setting—press Ⓑ to fire Mario and Luigi out of the Stretch Pipe and toward the green pipe in the northeast corner. Now, enter the green pipe to access the underground chamber.

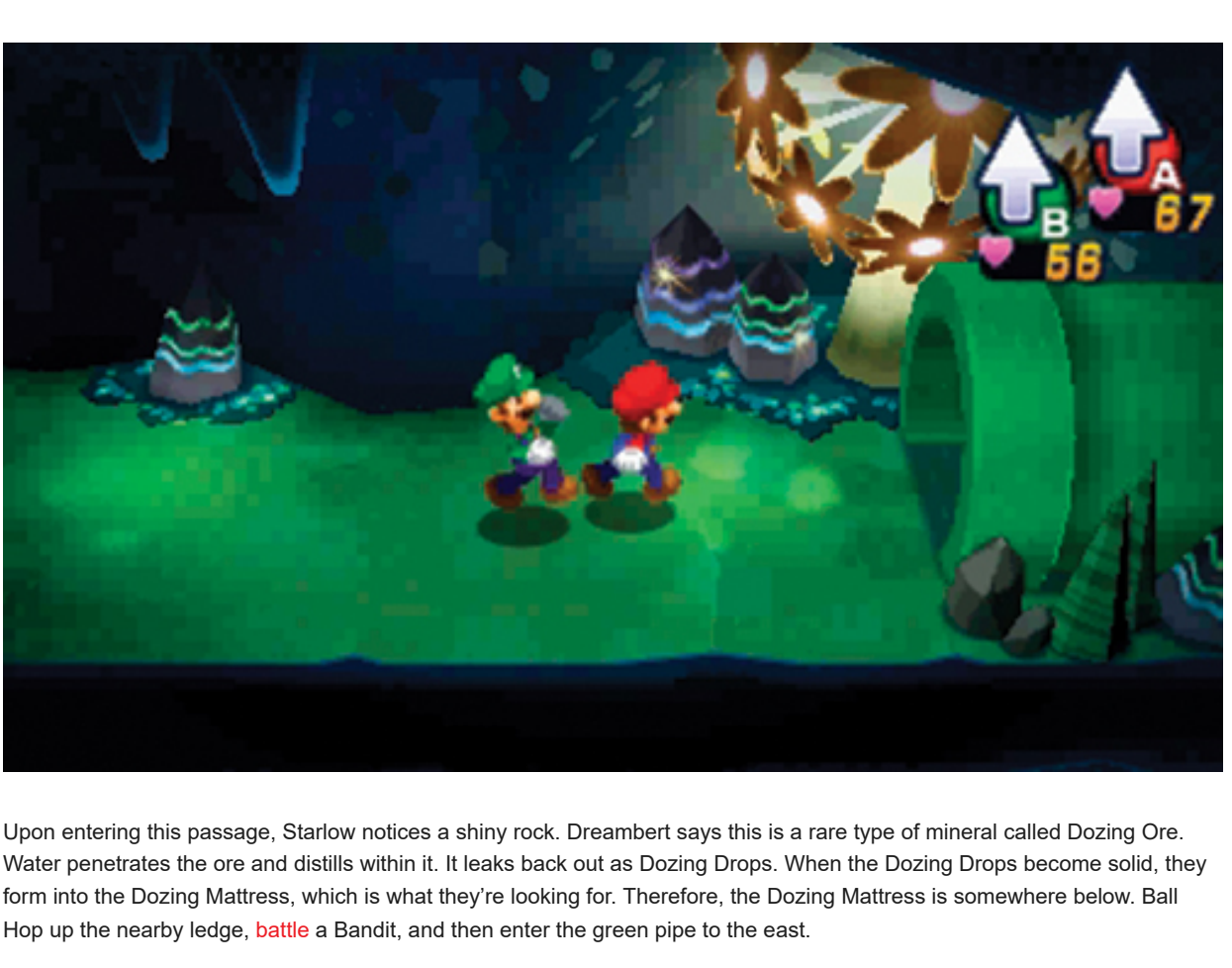
⑳ Dozing Sands Underground (West)



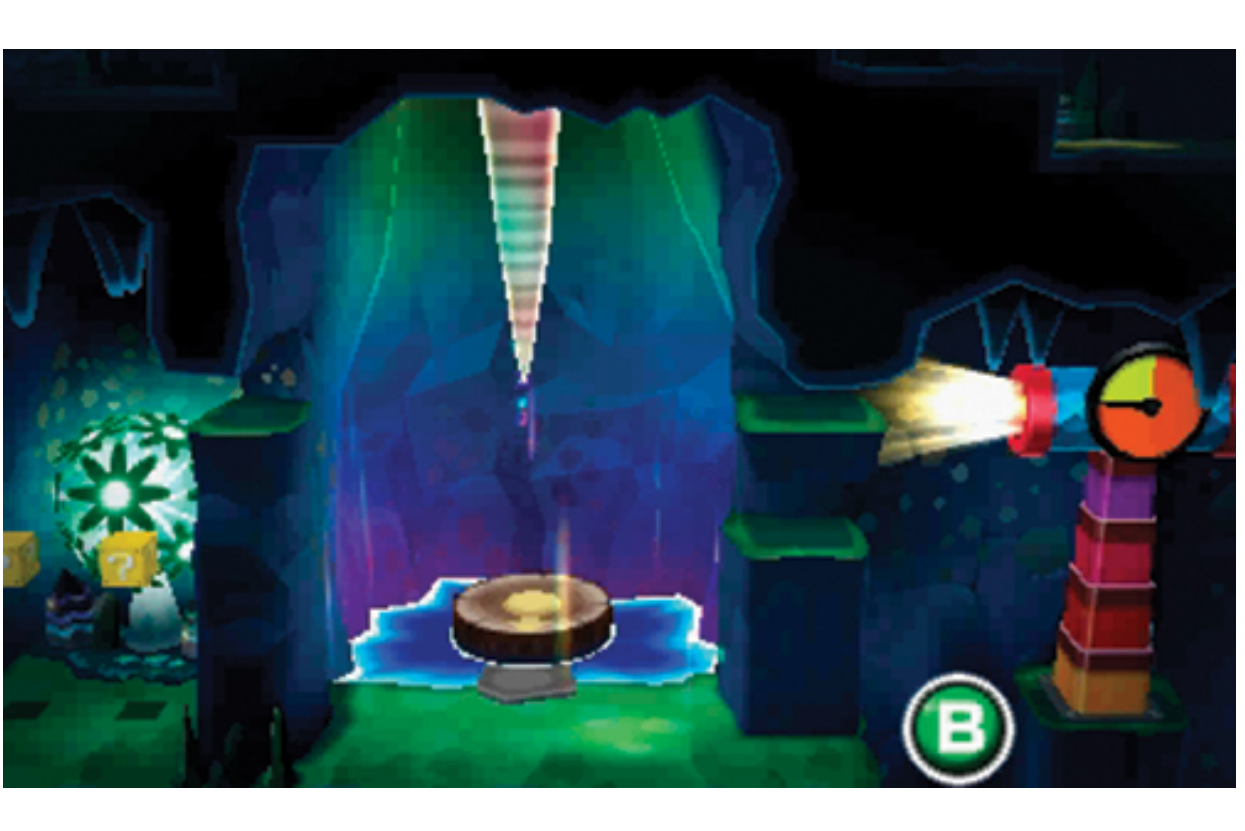
More Bandits scurry about the floor here. Fight your way past the Bandits to reach the Stretch Pipe to the east—grab the 1-Up Deluxe in the ? Block along the way. Enter the Stretch Pipe from the east side using a Side Drill. Then wait for the Stretch Pipe to extend to its second, middle setting before launching out of it. This puts Mario and Luigi on a platform with a ? Block containing an Ultra Nut. Return to the Stretch Pipe, and this time exit when it's extended to its highest setting to reach the ledge to the far west.

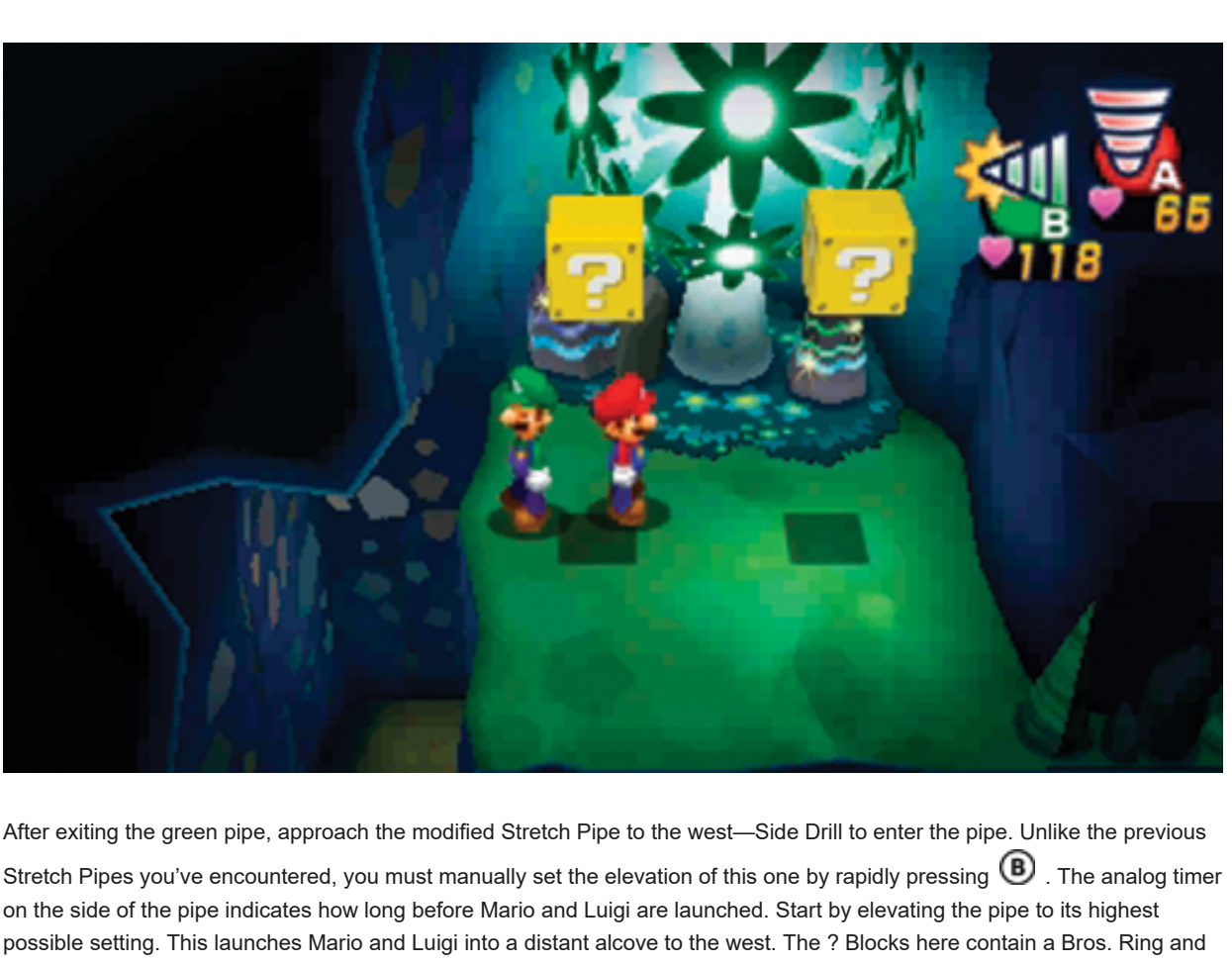
Jump and Spin Jump across the gaps in the perimeter ledge while moving to the east. Battle a couple of R/B/Y Viruses in this area, then strike the M Block to the north to score a lot of coins. Before exiting this area, locate the pillow to the south. Rescue the Pi'illo (M) trapped within, then exit to the east—save your game at the Save Block along the way.

㉑ Dozing Sands Underground (East)

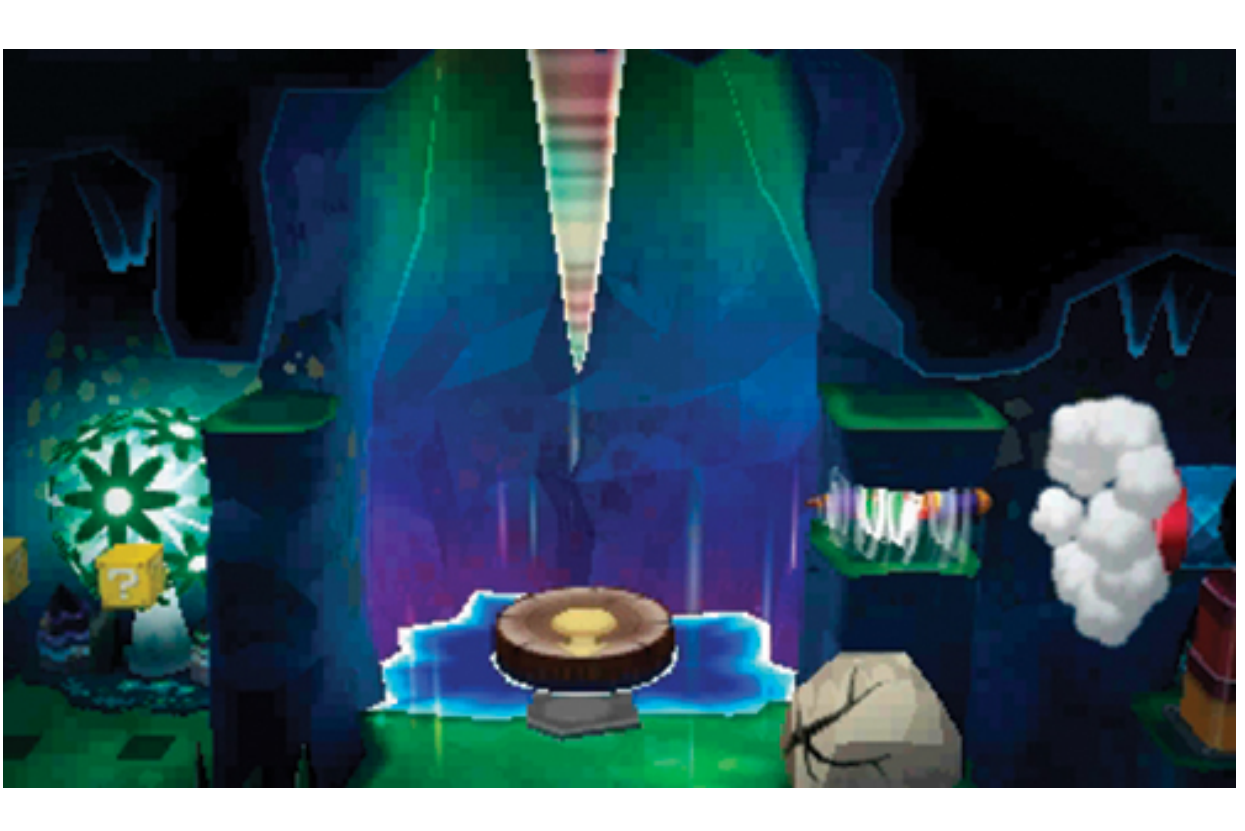


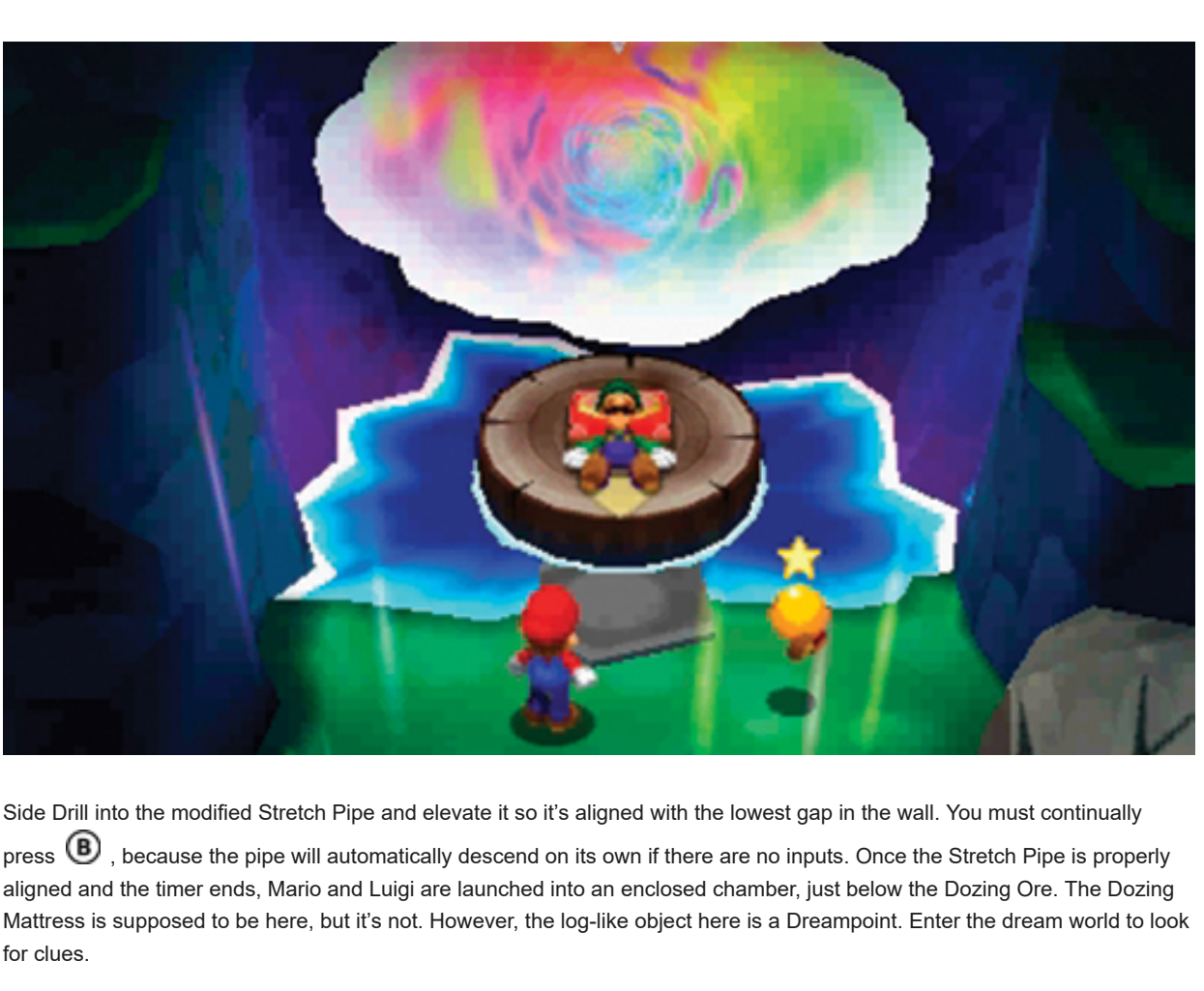
Upon entering this passage, Starlow notices a shiny rock. Dreambert says this is a rare type of mineral called Dozing Ore. Water penetrates the ore and distills within it. It leaks back out as Dozing Drops. When the Dozing Drops become solid, they form into the Dozing Mattress, which is what they're looking for. Therefore, the Dozing Mattress is somewhere below. Ball Hop up the nearby ledge, battle a Bandit, and then enter the green pipe to the east.





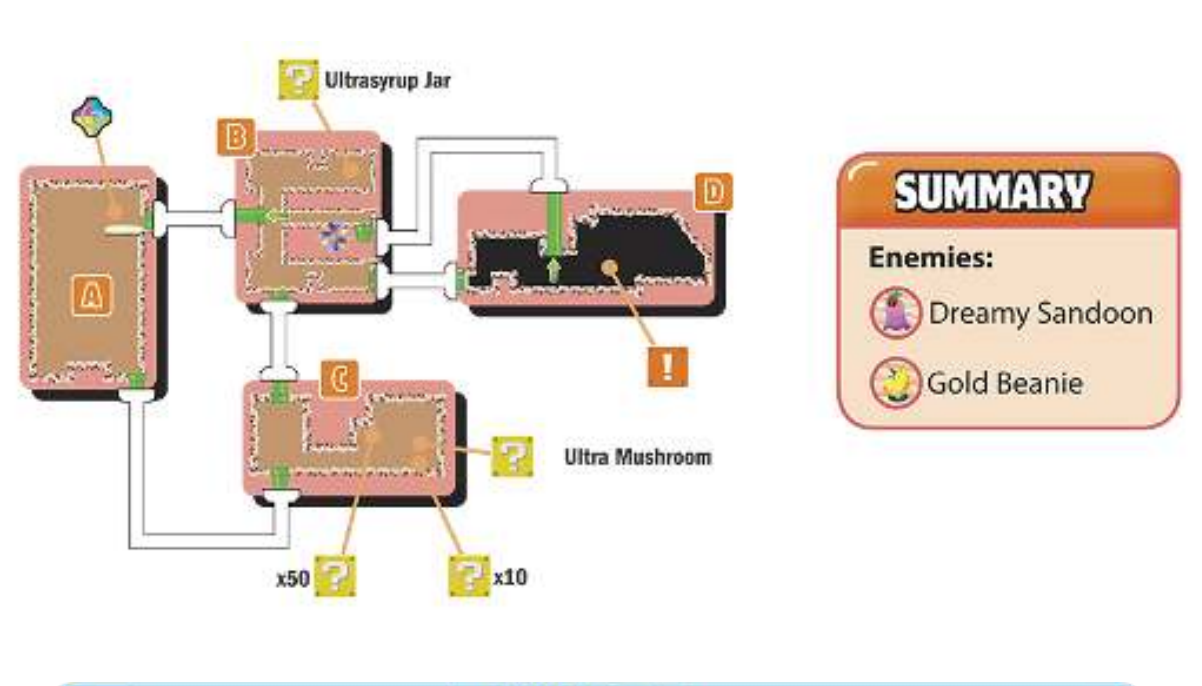
After exiting the green pipe, approach the modified Stretch Pipe to the west—Side Drill to enter the pipe. Unlike the previous Stretch Pipes you've encountered, you must manually set the elevation of this one by rapidly pressing Ⓑ. The analog timer on the side of the pipe indicates how long before Mario and Luigi are launched. Start by elevating the pipe to its highest possible setting. This launches Mario and Luigi into a distant alcove to the west. The ? Blocks here contain a Bros. Ring and coins. Return to the modified Stretch Pipe to the east, clearing out more Bandits along the way.

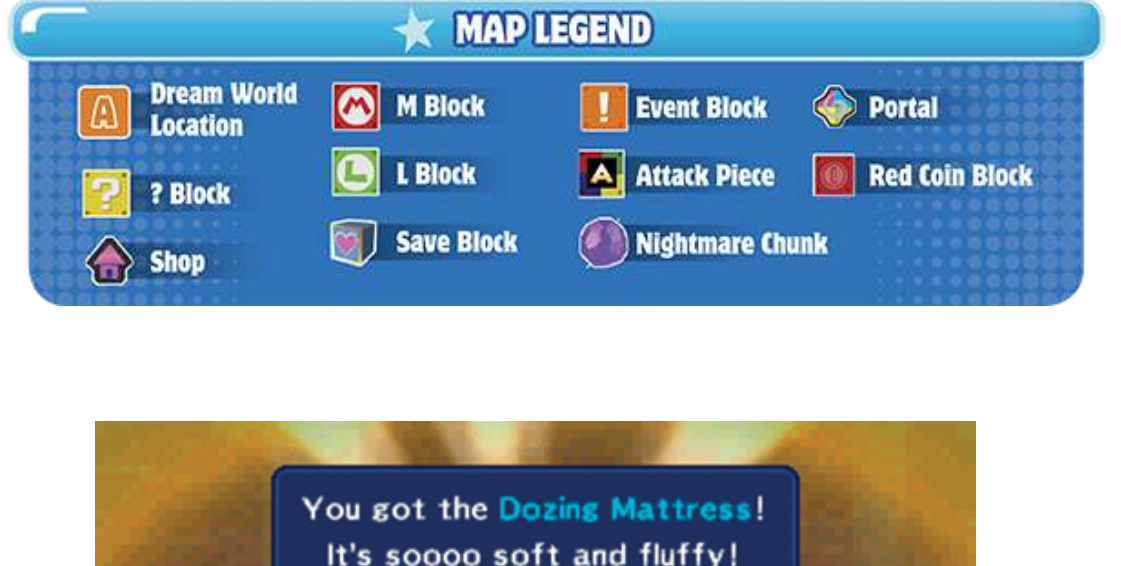




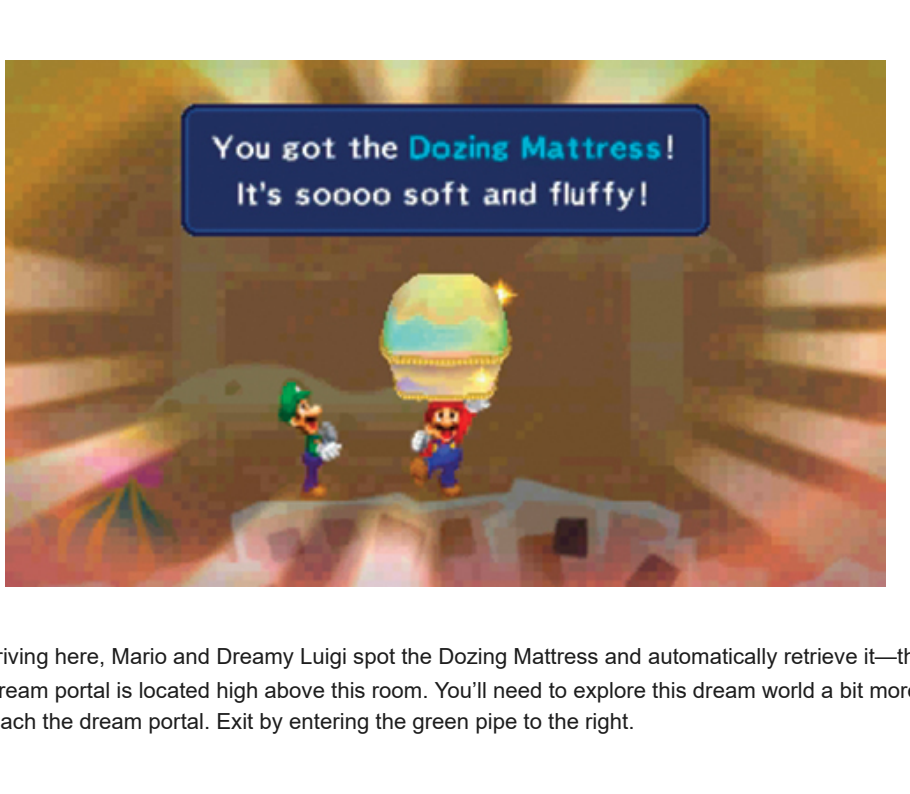
Side Drill into the modified Stretch Pipe and elevate it so it's aligned with the lowest gap in the wall. You must continually press Ⓑ, because the pipe will automatically descend on its own if there are no inputs. Once the Stretch Pipe is properly aligned and the timer ends, Mario and Luigi are launched into an enclosed chamber, just below the Dozing Ore. The Dozing Mattress is supposed to be here, but it's not. However, the log-like object here is a Dreampoint. Enter the dream world to look for clues.

Dream World (G)



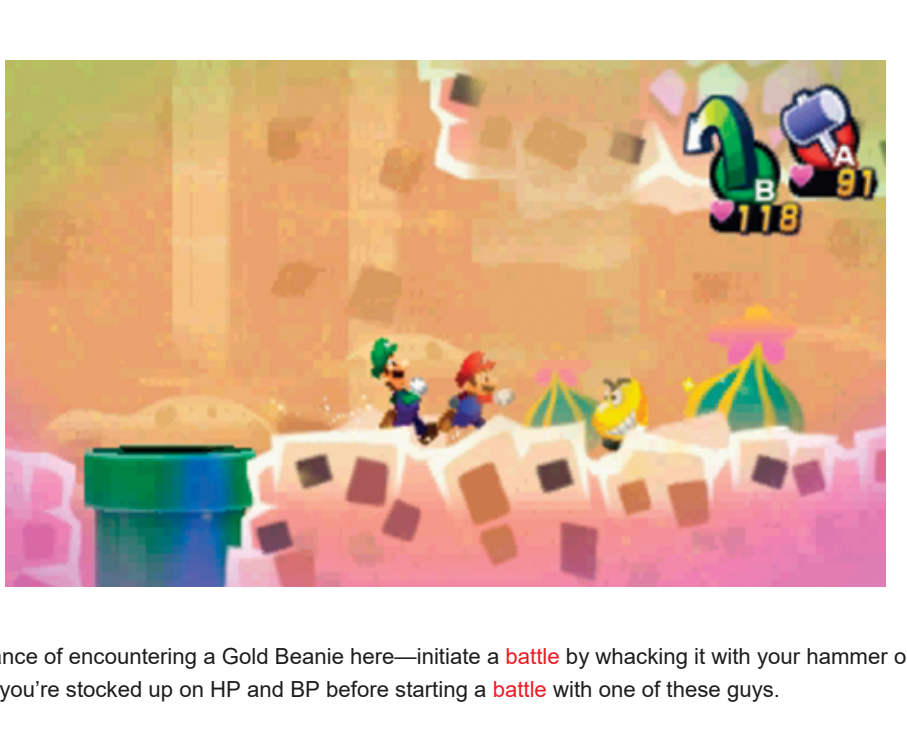


A



Shortly after arriving here, Mario and Dreamy Luigi spot the Dozing Mattress and automatically retrieve it—that was easy. However, the dream portal is located high above this room. You'll need to explore this dream world a bit more thoroughly to find a way to reach the dream portal. Exit by entering the green pipe to the right.

B

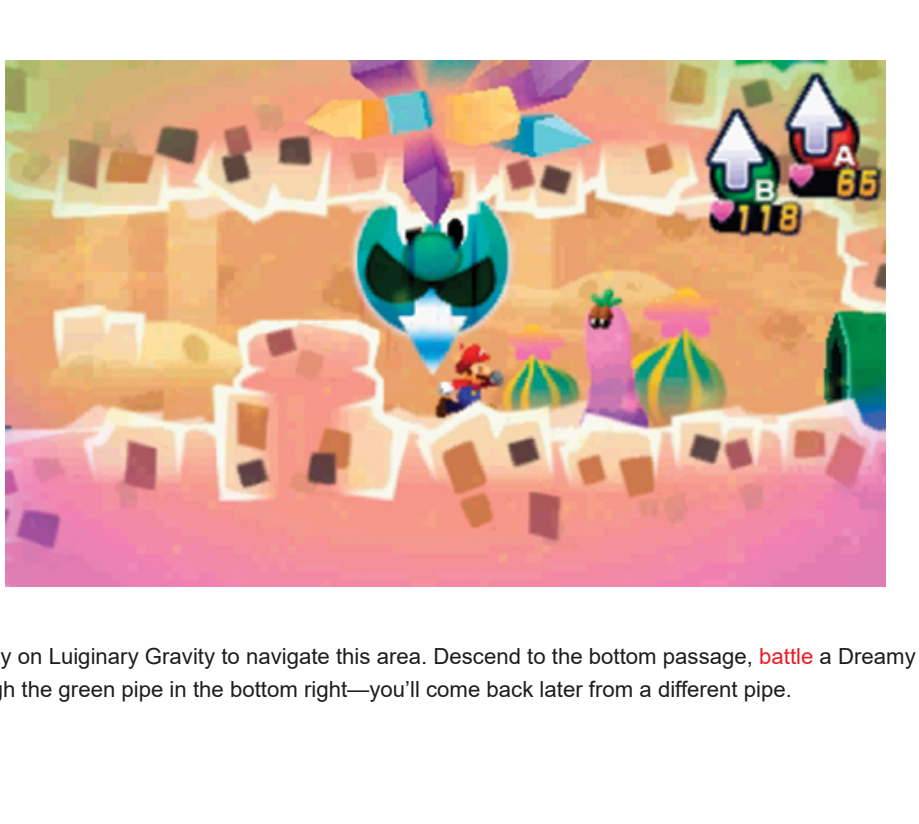


You have a chance of encountering a Gold Beanie here—initiate a battle by whacking it with your hammer or by jumping on it. But make sure you're stocked up on HP and BP before starting a battle with one of these guys.

The highly elusive Gold Beanie isn't easy to defeat, thanks in large part to high HP and DEF stats. Even your strongest attacks do very little damage to these durable guys. During one of their attacks, the Gold Beanie marches in a circular formation—jump on top of him as he approaches to counter. Upon jumping on the Gold Beanie, he reverses direction, marching back toward Mario—keep jumping on him to inflict damage. Jump on him at least three times to knock him on his back—this prevents him from escaping. When it's your turn to attack, don't bother with Jump or Hammer attacks—bring out the big guns, using a Luiginary Attack, like the Luiginary Stack or Luiginary Hammer. Don't use Luiginary Flame, because Gold Beanies are immune to it. But as you deal more and more damage, don't be surprised if the Gold Beanie runs away, ending the battle prematurely. This is why it's so important to successfully counter this enemy during its attack phase, knocking him on his back. But if you do defeat the Gold Beanie, you earn 800 coins and 4,000 EXP! The Gold Beanie also drops a random DX Bean or gear. Make an effort to defeat these enemies whenever you encounter them.

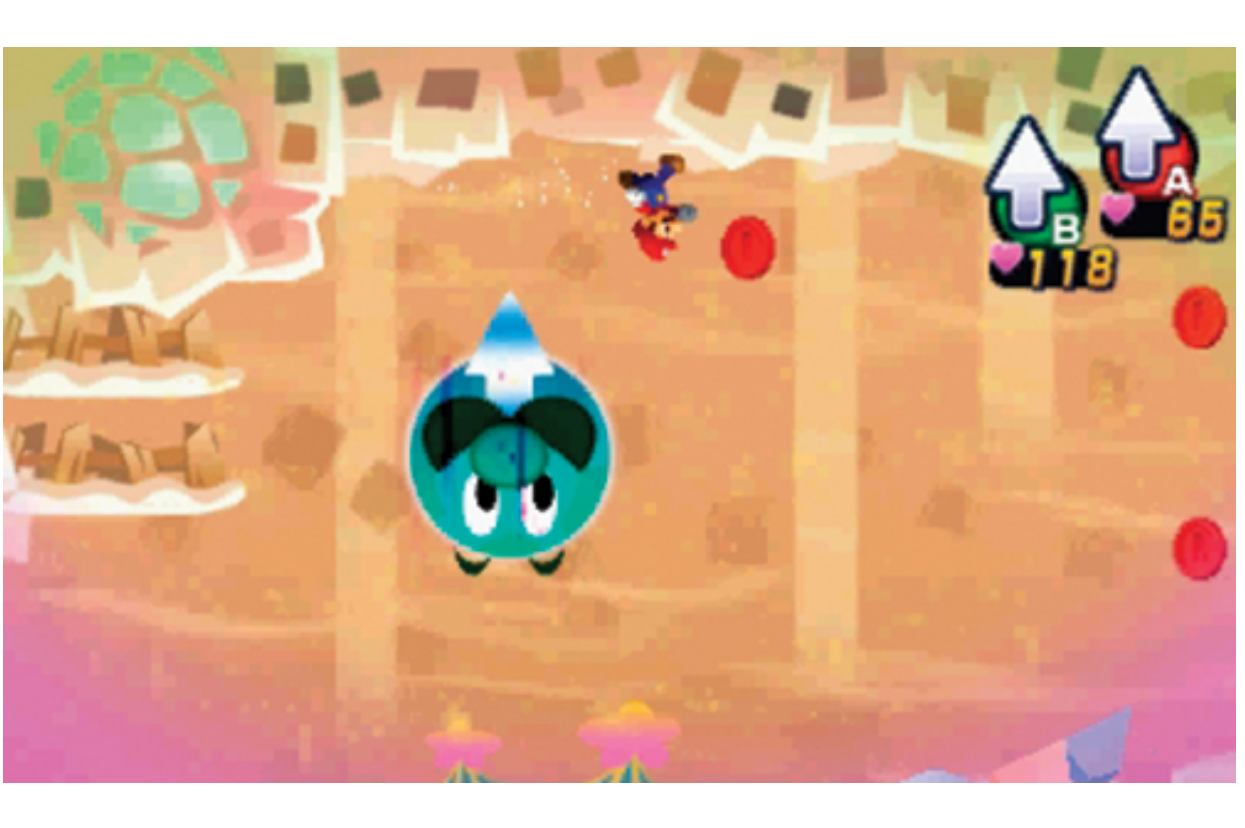
Proceed to the right and battle some Dreamy Sandoons. Next, use Luiginary Gravity to navigate this area—the log-like object Luigi is sleeping on functions just like a Float Bed. Here you can collect coins and an Ultra Mushroom from a ? Block. Once you've collected these items and defeated the Dreamy Sandoons, exit through the green pipe on the ceiling, located in the upper-left corner.

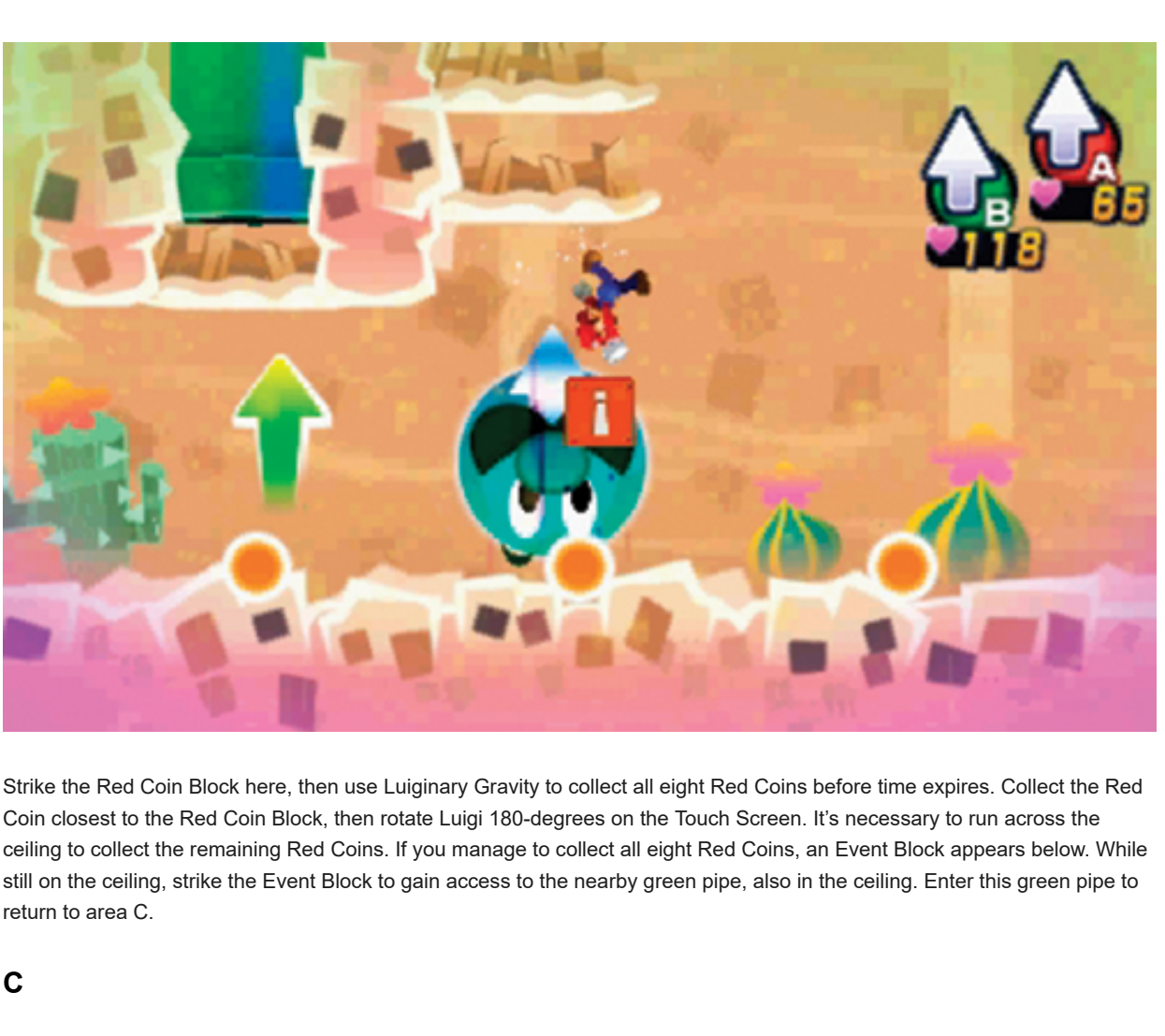
C



Once again, rely on Luiginary Gravity to navigate this area. Descend to the bottom passage, battle a Dreamy Sandoon, and then exit through the green pipe in the bottom right—you'll come back later from a different pipe.

D



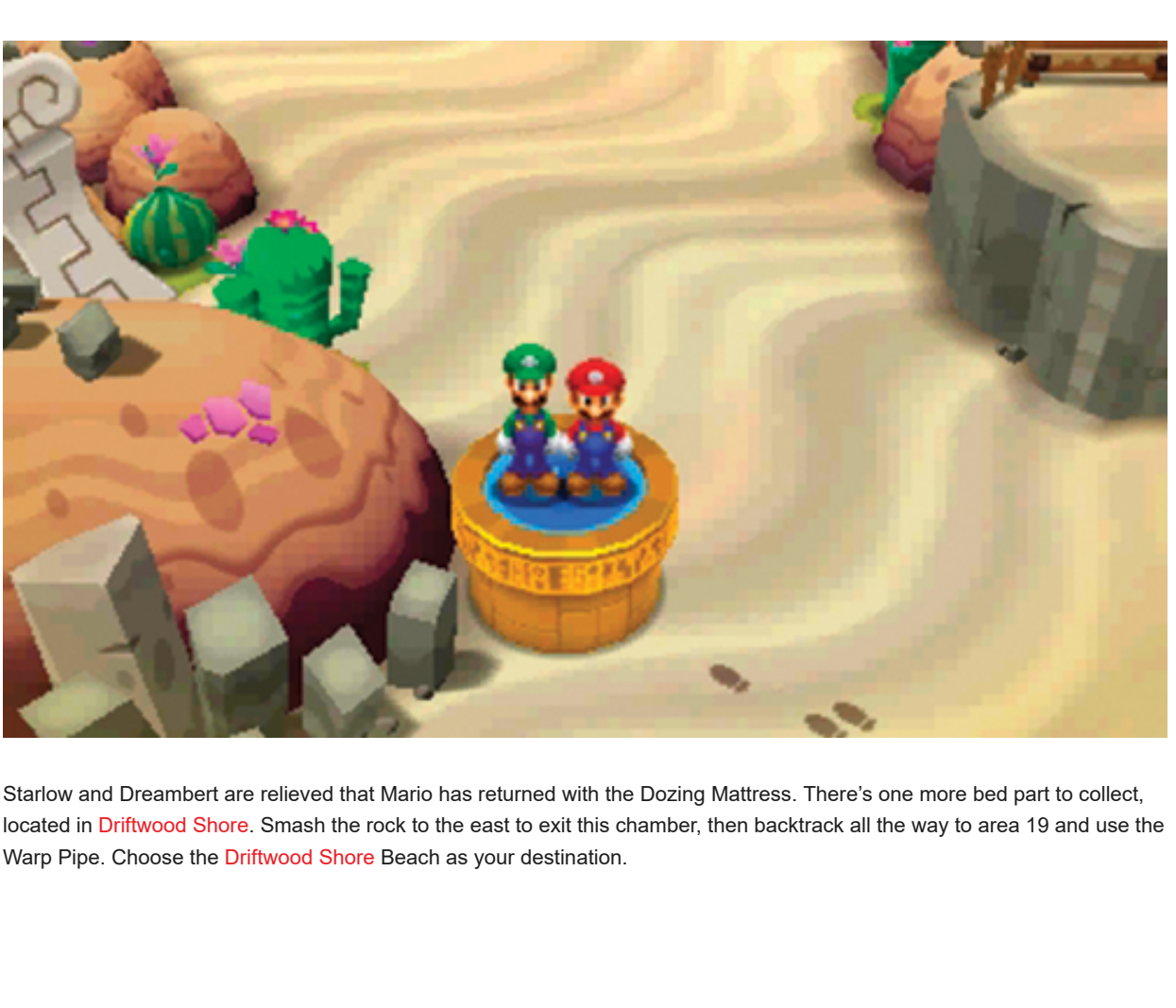


Strike the Red Coin Block here, then use Luiginary Gravity to collect all eight Red Coins before time expires. Collect the Red Coin closest to the Red Coin Block, then rotate Luigi 180-degrees on the Touch Screen. It's necessary to run across the ceiling to collect the remaining Red Coins. If you manage to collect all eight Red Coins, an Event Block appears below. While still on the ceiling, strike the Event Block to gain access to the nearby green pipe, also in the ceiling. Enter this green pipe to return to area C.

C

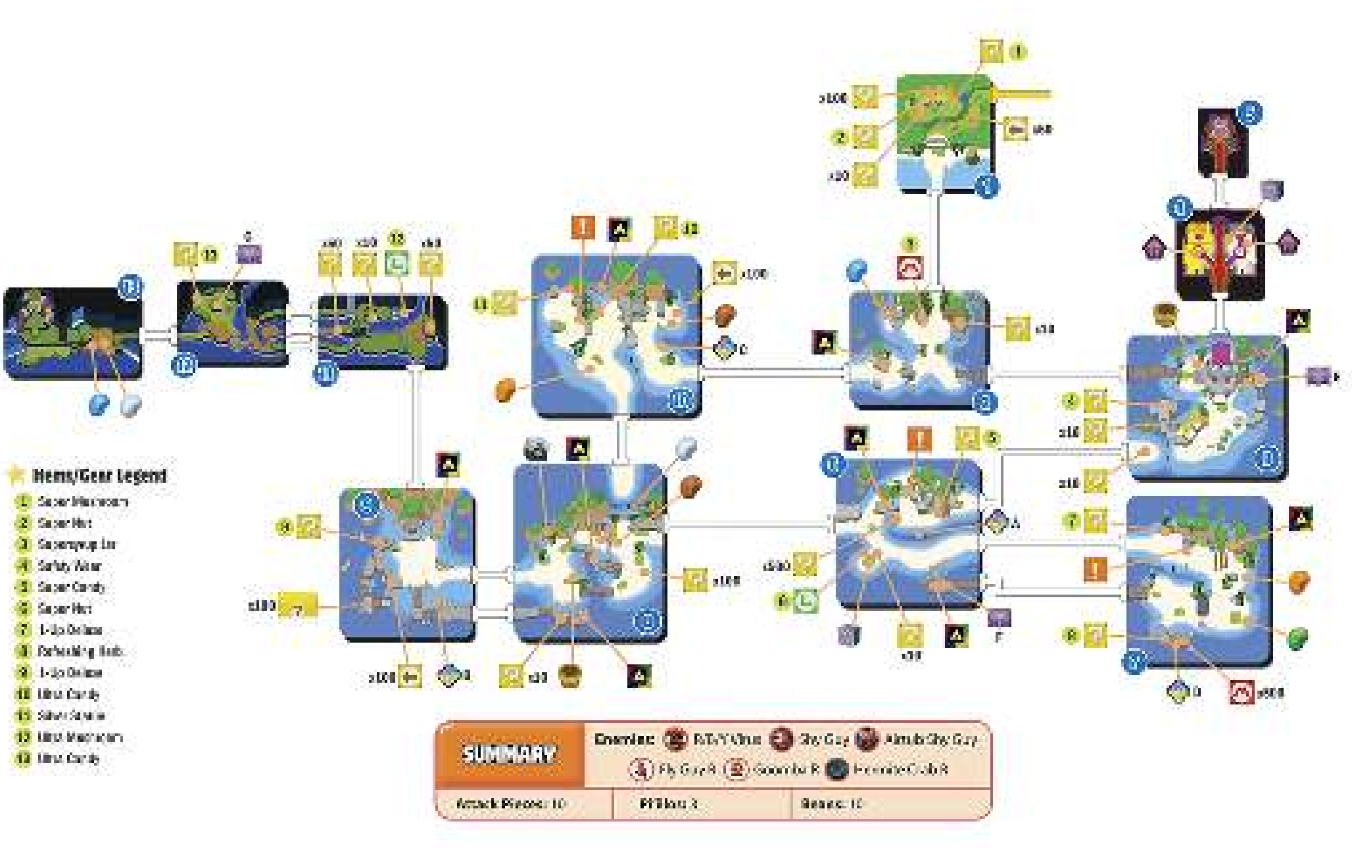
Use your hammer to smash the cracked block in this cramped passage, then use Luiginary Gravity so Mario can reach the pipe embedded in the wall on the left—this leads back to area A. Once back in area A, leap into the dream portal to return to the real word.

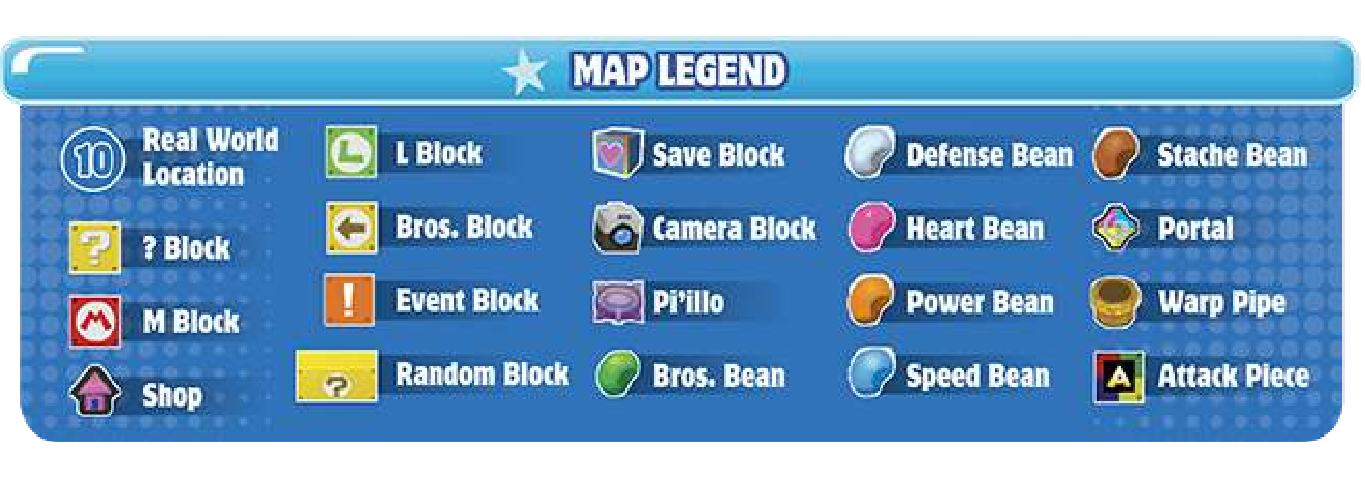
Did you find the Dozing Mattress?



Starlow and Dreambert are relieved that Mario has returned with the Dozing Mattress. There's one more bed part to collect, located in Driftwood Shore. Smash the rock to the east to exit this chamber, then backtrack all the way to area 19 and use the Warp Pipe. Choose the Driftwood Shore Beach as your destination.

Driftwood Shore


Items/Gear Legend
SUMMARY
Enemies: R/B/Y Virus, Shy Guy, Airtub Shy Guy, Fly Guy R, Goomba R, Hermite Crab R
Attack Pieces: 10
Pi'illo: 3
Beans: 10



⑤ Broque Madame

Head directly for Rose Broquet upon your arrival in Driftwood Shore and enter the back room to have a word with Broque Madame—perhaps she has a lead on the Driftwood Jellyfish Sheets. But she's more interested in sharing a lithograph she found with Pi'illo characters written on it—Dreambert translates it. Apparently pirates once roamed the seas in this region. The lithograph appears to contain information regarding a pirate treasure located in a hidden cave somewhere nearby, in Driftwood Shore. But the cave isn't easily accessible—a code is required to gain entry. It's time to find that cave!

⑨ Mole Hunt Beach

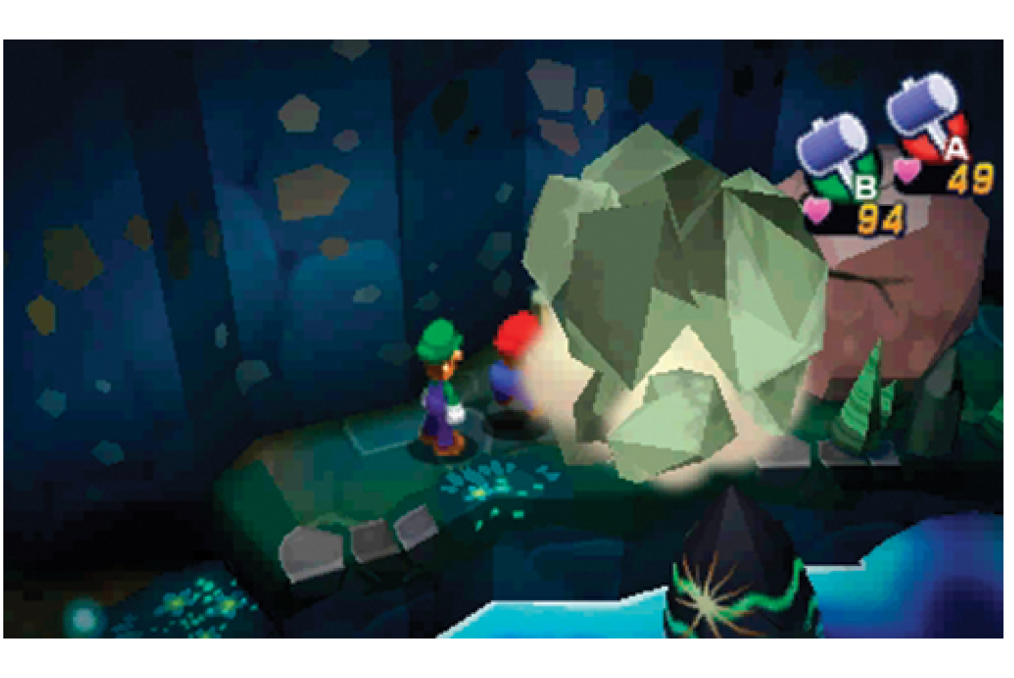
The entrance to the cave is located on the north side of area 9. But the cave's entrance is blocked by a massive stone door. Dreambert translates the Pi'illo text above the door. It says a code must be uttered to enter. Dreambert isn't sure what the code could be, so he tries saying a phrase from the lithograph. After a slight pause, the stone door rumbles to life, eventually opening.

⑪ Treasure Cave (East)

Watch out for the coconut-carrying Hermite Crab R near the entrance to the cave. These blue enemies perform just like their red Hermite Crab counterparts, only with greater stats, making them slightly tougher to defeat. Only attack the coconuts where you know a Hermite Crab R is hiding—the first strike knocks away the coconut and the second hit deals damage. Likewise, be ready to counter their coconut-based attacks with your hammer.

Advance to the west, engaging a R/B/Y Virus and another Hermite Crab R along the way. Exit along the southernmost path—the other two paths are inaccessible from this direction.

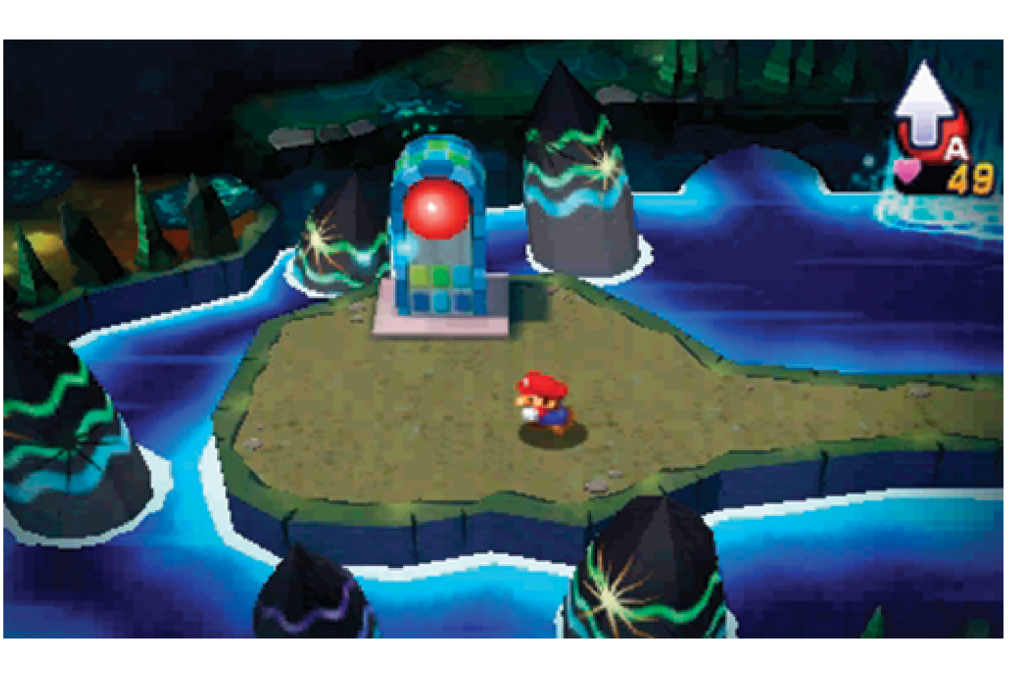
⑫ Treasure Cave (Central)



Upon entering this area, take note of the red switch to the north—it must be accessed from area 11 to lower the nearby bridge. Head north and smash the two rocks on the northeast path to return back to area 11.

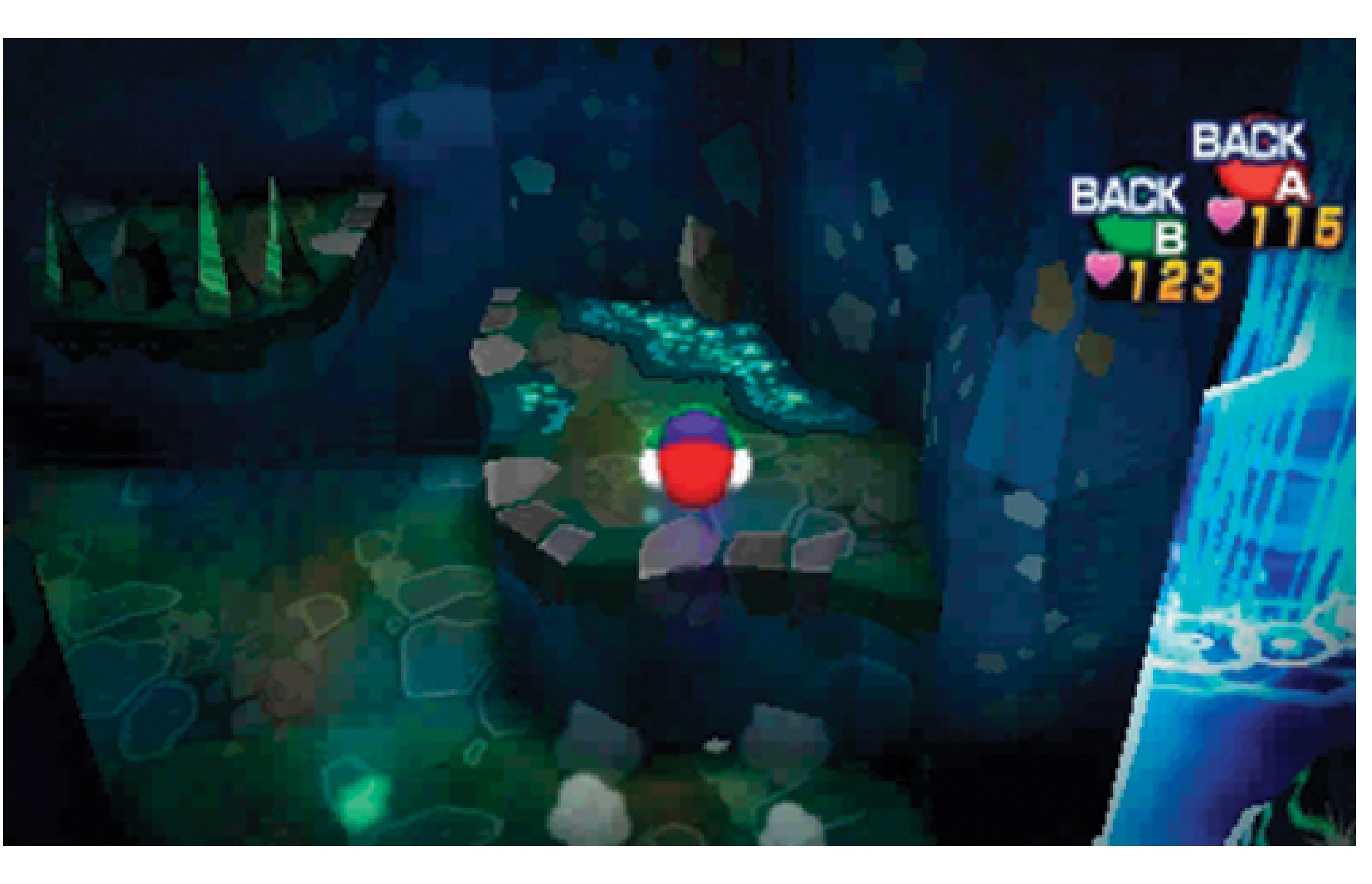
⑪ Treasure Cave (East)

Cross the bridge to the east and engage another Hermite Crab R on the other side. If you haven't already, there's a chance you may encounter a Shy Guy Airtub in one of these battles—use a Taunt Ball to lure the Shy Guy Airtub from the background to the foreground. Use your hammers to knock back the Airtub's spiked cannonballs—knock back at least two cannonballs to cause the Shy Guy Airtub to crash and explode, annihilating any remaining enemies on the ground. With their Airtub destroyed, the three Shy Guys must fight on their own. Time your jumps carefully to counter their charging attacks–try to land on them to inflict damage. When it's your turn to attack, finish them off with standard Jump or Hammer attacks. Once you get the hang of it, defeating Shy Guy Airtubs is quite easy. But you must stock up on Taunt Balls to bring this enemy to the foreground. Otherwise be ready to counter their cannonball attacks as they hover in the background.



Enter the small gate to the south as Mini Mario and advance along the center path, heading west. Strike a ? Block along the way to collect coins, then exit. Back in area 12, strike the red switch with your hammer to lower the bridge to the west. Send Mini Mario back to area 11, then return to area 12 with both Mario and Luigi.

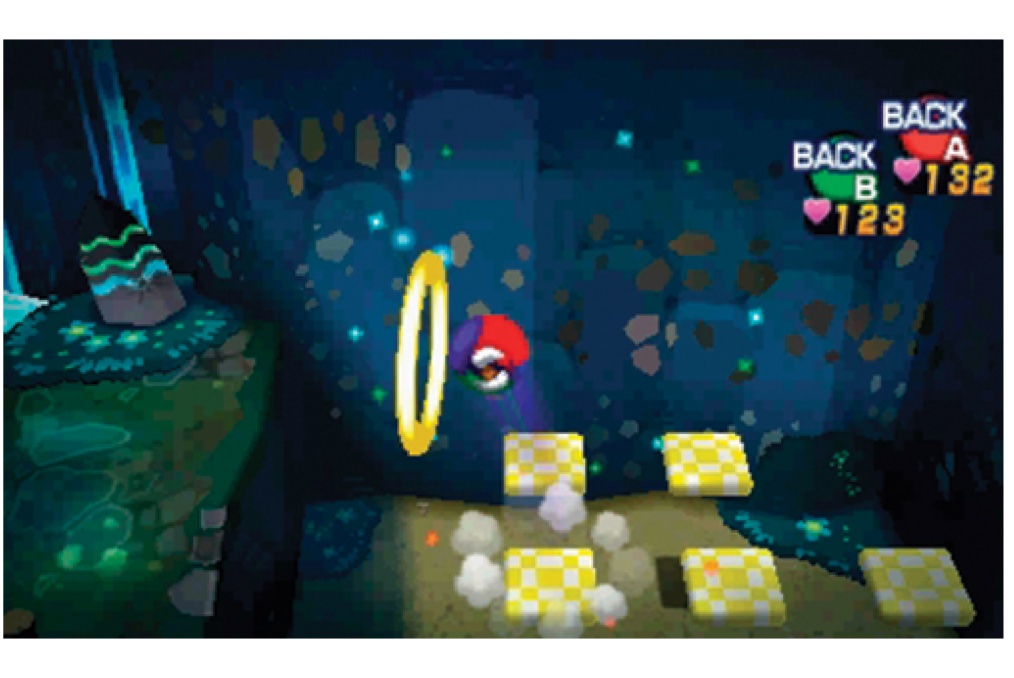
⑫ Treasure Cave (Central)



BACK
A
B
115
123

Cross the newly lowered bridge to the west and battle more Hermite Crab Rs here. Once these enemies are defeated, Ball Hop onto the ledge to the north, then advance along the ledges on the cave's northern wall. When you reach the highest ledge on the west side, beneath the ? Block containing Ultra Candy, Spin Jump to the east, landing on a platform holding a pillow. Take a moment to rescue this Pi'illo (G) before resuming your search for the Ultibed part. Once the Pi'illo is set free, exit this area by moving through the western path.

⑬ Treasure Cave (West)



In this cavern you must use the Ball Hop ability to bounce through a series of gold Ball Rings. Upon passing through one Ball Ring, a platform appears below, preventing Mario and Luigi from falling. Take the following path through the Ball Rings: west, west, north, west, south, west. If you happen to fall, you can start again. But while you're down there, search for a Speed Bean beneath the sand.

BACK
BACK
A
B
132
123

Drop down the south side of the next ledge and approach another Ball Ring challenge to the west. Once again, use the Ball Hop to navigate through a series of Ball Rings. This time travel in the following directions: east, north, east, east, east, north, east, north. Just ahead are the Driftwood Jellyfish Sheets. But before Mario and Luigi can acquire them, a trio of Fly Guy Rs steal them and exit the cave. You can't let them get away! Side Drill through the crevice to the east, smashing through the adjacent rock. Exit to the east to chase after the Fly Guy Rs. Continue through the cave until you reach area 9.

⑨ Mole Hunt Beach

Win the Mole Hunt game!

0060 / 0250
B
A
132
123
00:36:30

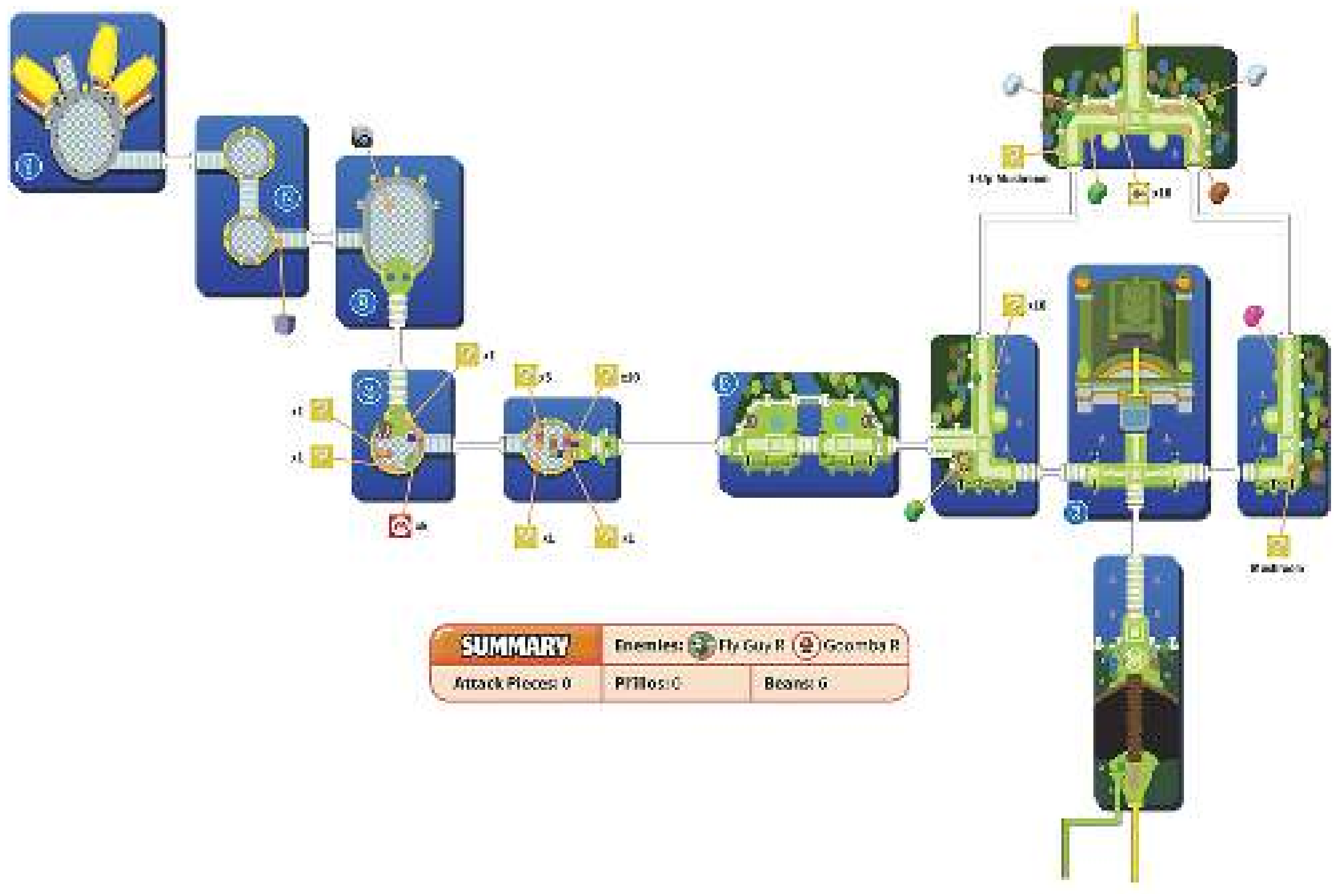
By the time Mario and Luigi reach the cave's entrance, the Fly Guy Rs are long gone, taking the Driftwood Jellyfish Sheets with them. During their hasty departure, the Fly Guy Rs knocked over the old Shelltop, rendering him unconscious. When he comes to, the Shelltop claims to know which direction the thieving Fly Guy Rs went. However, he won't tell you until you've played another Mole Hunt game. Speak with the Shelltop and agree to play the game. This time around you must earn 250 points to clear the game. Prioritize silver and gold crabs over the brown ones to earn the most points. And remember to strike those orange explosive blocks with your hammer when multiple crabs are nearby to score instant points.

CLEAR!!
0290 / 0250

And ain't but one blimport on the island: Pi'illo Blimport!

With the new 250 point requirement, it may take a few attempts to clear the Mole Hunt game this time around. But keep playing until you win. The Shelltop congratulates Mario and Luigi on their success, but has no idea where the Fly Guy Rs went. But before knocking him down they said something about catching a flight. Perhaps they're headed to Pi'illo Blimport? It's not definite, but it's the only lead you have. Use the Warp Pipe in area 8 (to the east) to reach Pi'illo Blimport—choose the Mushrise Park Entrance as your destination.

Pi’illo Blimport


SUMMARY
Enemies: Fly Guy R Goomba R
Attack Pieces: 0
Pi'illos: 0
Beans: 6

MAP LEGEND
Real World Location
? Block
M Block
Shop
L Block
Bros. Block
Event Block
Random Block
Save Block
Camera Block
Pi'illo
Bros. Bean
Defense Bean
Heart Bean
Power Bean
Speed Bean
Stache Bean
Portal
Warp Pipe
Attack Piece

⑤ Jellyfish Sheet Recovery

Head directly for area 5 in Pi’illo Blimport to find the Fly Guy Rs taking a breather—their backs are turned and they have no idea Mario and Luigi are nearby. Mario devises a plan to steal the Driftwood Jellyfish Sheets back. While Starlow and Dreambert distract the Fly Guy Rs, Mario and Luigi sneak past and grab the Driftwood Jellyfish Sheets. But soon after grabbing the sheets, the Fly Guy Rs turn on Mario and Luigi, initiating a battle. They are like their Fly Guy counterparts—the Fly Guy Rs are just tougher variants. They use the same attacks, often dropping Goomba Rs on Mario and Luigi. Counter by jumping on or hitting the Goomba Rs with your hammer. When it’s your turn to attack, target the Fly Guy Rs first. If you have BP to spare, use Bros. Attacks to quickly end this battle—Mario’s Bomb Derby is very effective.

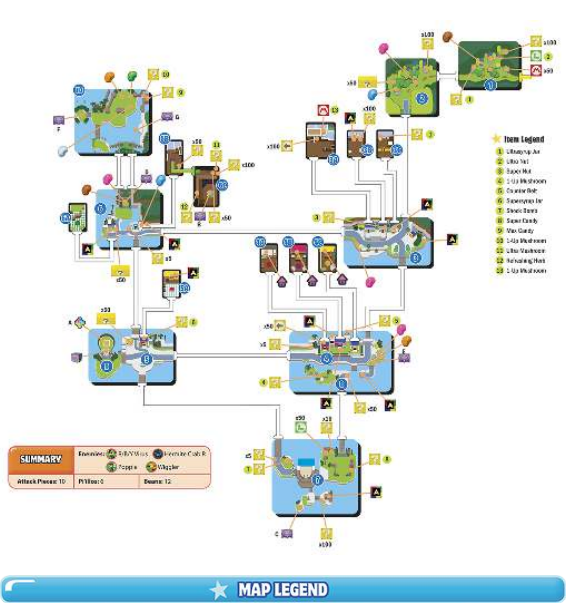
Now we just need to find the master bedcrafter in Wakeport.

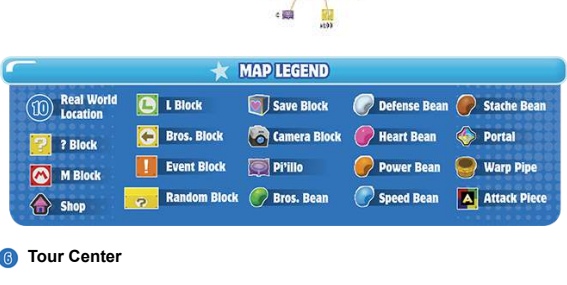
With the Driftwood Jellyfish Sheets in hand, Mario and Luigi now have all five of the Ultibed parts. It’s time to find the master bedcrafter in Wakeport—Dreambert recalls his name is Bedsmith. Return to the Warp Pipe in Mushrise Park (or use the one in Pi’illo Castle) and choose Wakeport Downtown as your destination.

Tip

While you’re in Pi’illo Blimport, take a moment to explore the area around Pi’illo Castle to find beans.

Wakeport

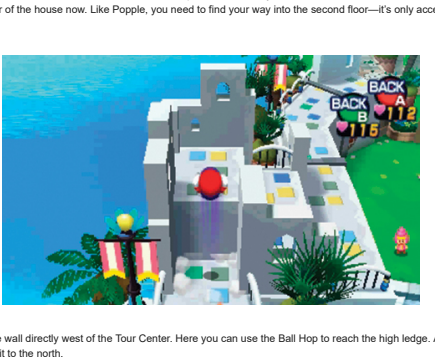




⑥ Tour Center

The secret of that Pi'illoper creep's house!

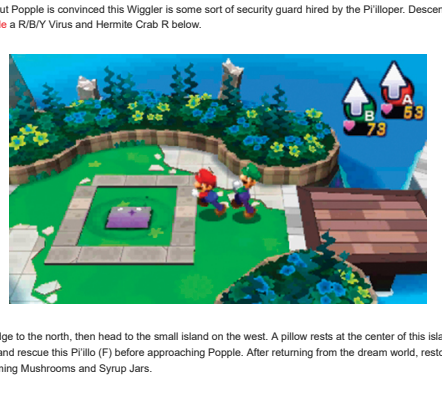
After arriving in Wakeport, head east, entering area 6. Here Mario and Luigi have another run-in with Popple—he's planning to rob the house of someone called the Pi'illoper. Earlier he couldn't find a way to reach the second floor. But now that he has a map provided by the tour center, he's found a way in. After revealing his plans out loud, Popple scurries off to the west. Perhaps you should follow him? Starlow feels this Pi'illoper character may be a Pi'illo collector. But there's no need to search the bottom floor of the house now. Like Popple, you need to find your way into the second floor—it's only accessible from the rooftop.



Jump up on the wall directly west of the Tour Center. Here you can use the Ball Hop to reach the high ledge. Advance along the wall and exit to the north.

⑩ Northern Ruins

The ruins here date back to the Pi'illo Kingdom—it doesn't look like anyone else comes back here. Luigi spots Popple snooping about to the north. But his progress is halted by the presence of a Wiggler. The Wiggler just wants to relax among the flowers. But Popple is convinced this Wiggler is some sort of security guard hired by the Pi'illoper. Descend the wall to the west and battle a R/B/Y Virus and Hermite Crab R below.



Cross the bridge to the north, then head to the small island on the west. A pillow rests at the center of this island. Enter the dream world and rescue this Pi'illo (F) before approaching Popple. After returning from the dream world, restore your HP and BP by consuming Mushrooms and Syrup Jars.

Popple is still trying to devise a plan to get past Wiggler—try to walk past Popple. As Mario and Luigi advance, Popple stops them, fearing they're after his treasure. But Popple comes to realize that he can use Mario and Luigi to his advantage. Popple approaches and antagonizes Wiggler, before shoving Mario and Luigi forward to do battle. Simply trampling Wiggler's pretty flowers is enough to get his attention. But when Popple hurls insults at Wiggler, he turns red with anger and prepares for battle.

Wiggler Battle

Early in the battle, Popple climbs atop Wiggler and yanks the flower growing on his head. Obviously, this makes Wiggler mad. In an attempt the shake Popple free, Wiggler bucks wildly. As Wiggler stomps the ground, a yellow line of energy radiates along the ground—jump over it to avoid taking damage. As Popple goes flying through the air, use your hammer to knock him out of the sky.

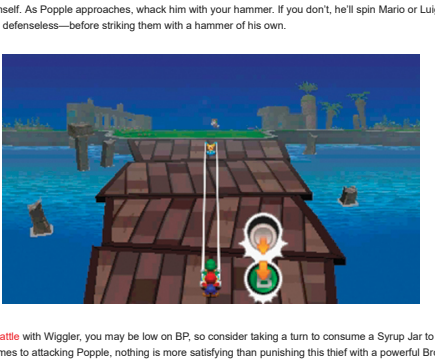
Wiggler also performs a charging attack. Jump on him as he comes charging at Mario or Luigi. On his way back, Wiggler comes charging at the other brother, this time approaching from the left side. Once again, jump on top of Wiggler to inflict minor damage—it's better than getting trampled.

Popple talks a big game, but when it's his turn to face off against Wiggler, he gives up, hiding behind Mario and Luigi. Wiggler has an enormous amount of HP. Simple Jump and Hammer attacks don't inflict enough damage to bring this battle to close. So when it's your turn to attack, initiate a Bros. Attack, such as Bomb Derby or Slingsniper. These attacks inflict the heaviest damage against Wiggler. But even then, you'll need to perform multiple Bros. Attacks to come out on top. If necessary, take a turn to consume Syrup Jars to restore your BP.

Continue evading Wiggler's charge and stomp attacks while dishing out Bros. Attacks of your own. After landing several back-to-back Bros. Attacks, Wiggler's HP is finally depleted. Defeating Wiggler nets you 400 coins and the possibility of earning a 1-Up Deluxe or Max Candy.

Popple Battle

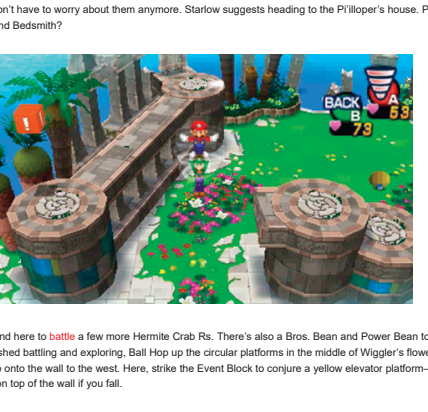
But once Wiggler is out of the way, the battle isn't over—Popple turns on Mario and Luigi, eager to claim the Pi'illoper's treasure for himself. As Popple approaches, whack him with your hammer. If you don't, he'll spin Mario or Luigi around—rendering them defenseless—before striking them with a hammer of his own.



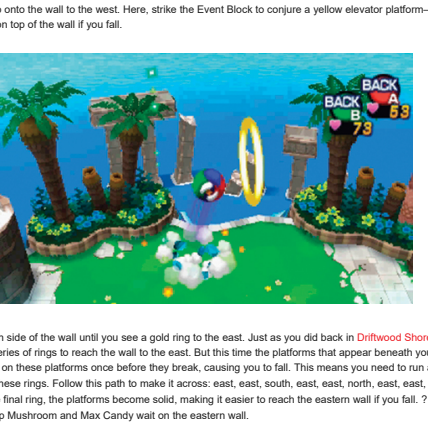
Following the battle with Wiggler, you may be low on BP, so consider taking a turn to consume a Syrup Jar to replenish your BP. When it comes to attacking Popple, nothing is more satisfying than punishing this thief with a powerful Bros. Attack. When it's Luigi's turn to attack, use the Slingsniper Bros. Attack to dish out some serious damage—remember, the quicker you acquire the target and release, the more damage dealt. Popple isn't quite as durable as Wiggler, but it still takes multiple Bros. Attacks to defeat him.

When Popple scatters a few objects (including soccer balls) onto the field, be ready to knock the soccer balls back at him with your hammer. Soccer balls are also contained within the blocks—Popple must kick the blocks first to reveal the soccer ball before kicking them at Mario and Luigi. Watch the direction Popple leans before kicking a soccer ball. If he faces forward, the ball will come flying at Luigi. But if he shifts his shoulders to the right, the ball will be kicked at Mario. But sometimes Popple scatters Mushrooms onto the field—don't knock these back, otherwise the Mushroom will hit Popple and heal him. Instead, let the Mushroom heal Mario or Luigi.

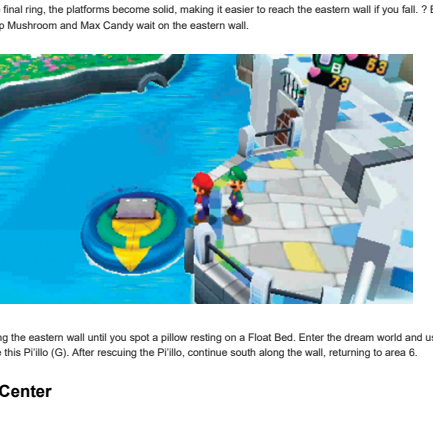
Continue countering Popple's attacks while performing a series of Bros. Attacks to bring this battle to a close. Popple only drops 100 coins, but he also drops the rare Coin Bros. Gloves DX. When wearing these gloves, enemies drop 40% more coins! Following the battle, Popple continues to insult Wiggler. Before long, Wiggler turns deep red and chases Popple out of the area—you don't have to worry about them anymore. Starlow suggests heading to the Pi'illoper's house. Perhaps he may know where to find Bedsmith?



Explore the ground here to battle a few more Hermite Crab Rs. There's also a Bros. Bean and Power Bean to the north. When you're finished battling and exploring, Ball Hop up the circular platforms in the middle of Wiggler's flower garden. From there, Spin Jump onto the wall to the west. Here, strike the Event Block to conjure a yellow elevator platform—you can use this to get back on top of the wall if you fall.

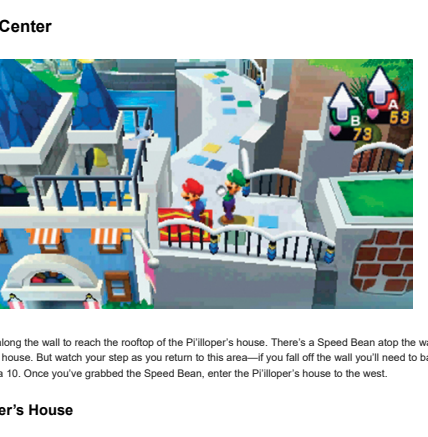


Move to the north side of the wall until you see a gold ring to the east. Just as you did back in Driftwood Shore, you must Ball Hop through a series of rings to reach the wall to the east. But this time the platforms that appear beneath you are brittle. You can only bounce on these platforms once before they break, causing you to fall. This means you need to run a flawless course through these rings. Follow this path to make it across: east, east, south, east, east, north, east, east, east. Once you pass through the final ring, the platforms become solid, making it easier to reach the eastern wall if you fall. ? Blocks containing a 1-Up Mushroom and Max Candy wait on the eastern wall.



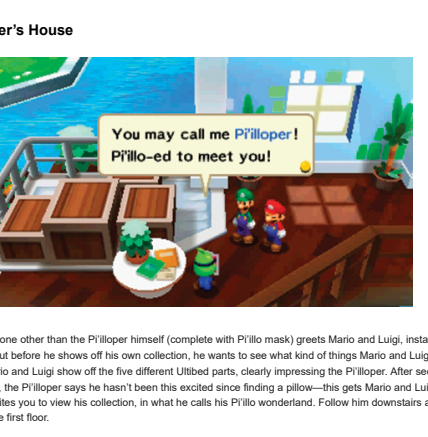
Travel south along the eastern wall until you spot a pillow resting on a Float Bed. Enter the dream world and use Luiginary Gravity to rescue this Pi'illo (G). After rescuing the Pi'illo, continue south along the wall, returning to area 6.

⑥ Tour Center



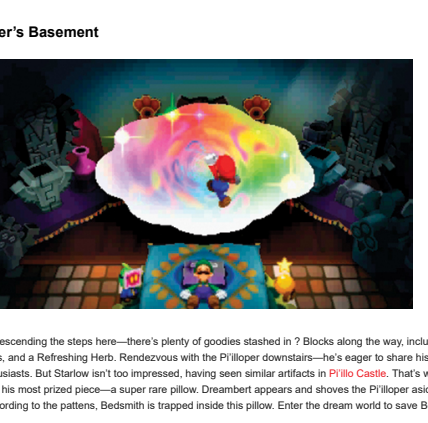
Continue south along the wall to reach the rooftop of the Pi'illoper's house. There's a Speed Bean atop the wall, directly east of the Pi'illoper's house. Watch your step as you return to this area—if you fall off the wall you'll need to backtrack all the way through area 10. Once you've grabbed the Speed Bean, enter the Pi'illoper's house to the west.

6B: Pi'illoper's House



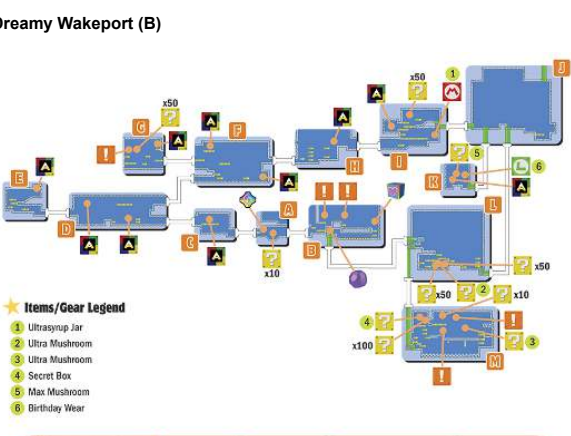
Upon entering, none other than the Pi'illoper himself (complete with Pi'illo mask) greets Mario and Luigi, instantly smelling Pi'illo artifacts. But before he shows off his own collection, he wants to see what kind of things Mario and Luigi have collected. One by one, Mario and Luigi show off the five different Ultibed parts, clearly impressing the Pi'illoper. After seeing Mario and Luigi's collection, the Pi'illoper says he hasn't been this excited since finding a pillow—this gets Mario and Luigi's attention. The Pi'illoper invites you to view his collection, in what he calls his Pi'illo wonderland. Follow him downstairs and enter the green pipe on the first floor.

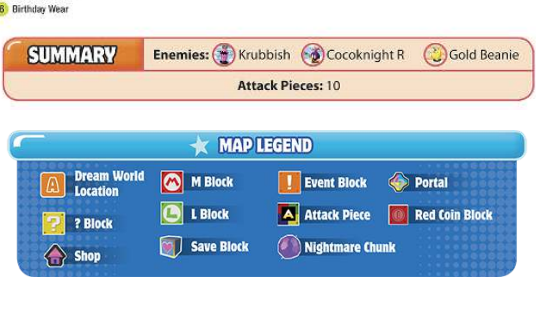
6C: Pi'illoper's Basement



Take your time descending the steps here—there's plenty of goodies stashed in ? Blocks along the way, including an Ultra Mushroom, coins, and a Refreshing Herb. Rendezvous with the Pi'illoper downstairs—he's eager to share his collection with other Pi'illo enthusiasts. But Starlow isn't too impressed, having seen similar artifacts in Pi'illo Castle. That's when the Pi'illoper reveals his most prized piece—a super rare pillow. Dreambert appears and shoves the Pi'illoper aside to take a closer look—according to the patterns, Bedsmith is trapped inside this pillow. Enter the dream world to save Bedsmith!

Dreamy Wakeport (B)





A

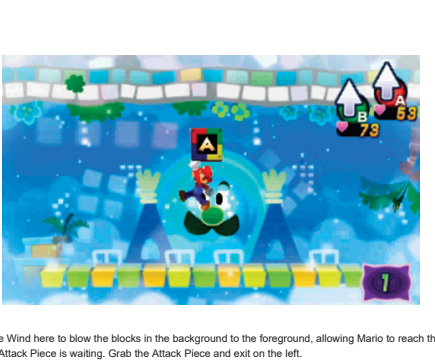
I sense but one nightmare chunk hidden here! Find it!

Bedsmith is entrapped within a single nightmare chunk located in this sprawling dream world. There's nothing else you can do here, so exit to the right.

B

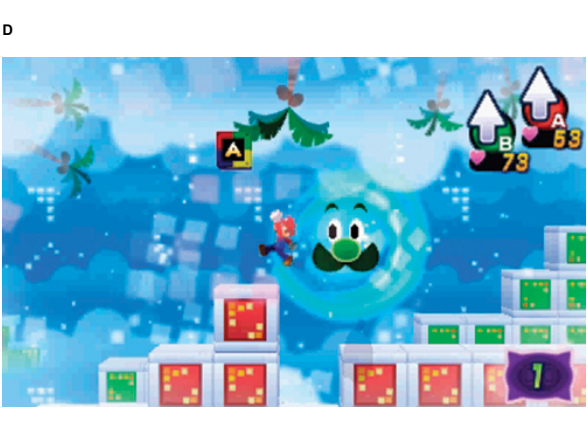
Here's the nightmare chunk, housed within a castle-like tower. But there's currently no way to reach it or break through. You'll need to find another way back to this area. But for now, exit through the passage in the lower-left corner. Pass back through area A and continue moving to the left to reach area C.

C



Use the Sneeze Wind here to blow the blocks in the background to the foreground, allowing Mario to reach the upper platform where the first Attack Piece is waiting. Grab the Attack Piece and exit on the left.

D



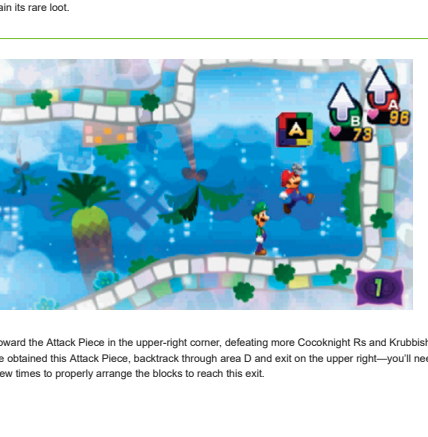
There are two Attack Pieces in this room. Once again, use the Sneeze Wind to blow background blocks forward. This allows you to obtain the Attack Piece on the upper left. After grabbing this Attack Piece, move to the right, standing in the open gap between the green background blocks. Use the Sneeze Wind again to rearrange the blocks and drop to the lower level where you can obtain the next Attack Piece. There are two exits here. Take the one on the left side first to enter a dead-end area.

E

Watch out for the Cocknight Rs here—don't get hit by their incoming spears. Instead, hit them with a Jump or Hammer attack to initiate a battle. These enemies are tougher variants of the Cocknights you encountered earlier. Expect the same kinds of attacks and counters. Some of the Cocknight Rs are joined by a Krubbish or two, pink trash-can-like foes. During their attack, the Krubbish inhales several Cocknights and coughs out a cloud of dust, shaped like an arm and fist. Before he attacks, pay attention to which direction the Krubbish coughs in, as this indicates the direction the dust cloud attacks will come from. Move Mario in the opposite direction of the incoming attack, then leap over the dust cloud as it approaches. During these battles, target the Krubbish enemies first, preferably with Jump attacks. If you have BP to spare, a powerful Luiginary Attack is also very effective against these large groups of enemies.

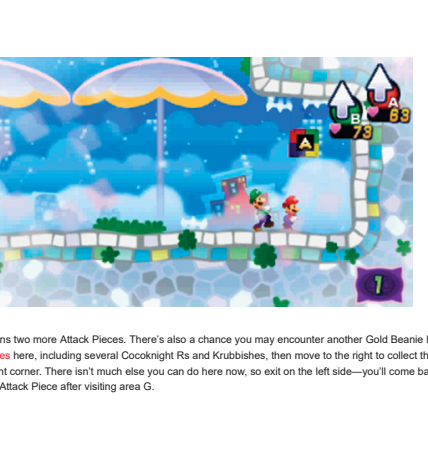
Tip

In addition to Cocknight Rs and Krubbishes, you have a chance of encountering a Gold Beanie here. Battle it in an attempt to obtain its rare loot.



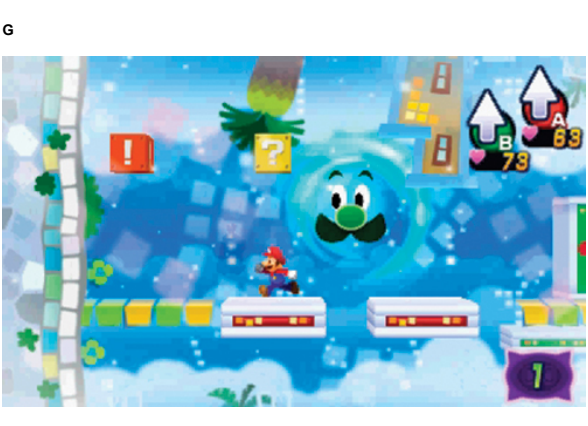
Work your way toward the Attack Piece in the upper-right corner, defeating more Cocknight Rs and Krubbishes along the way. Once you've obtained this Attack Piece, backtrack through area D and exit on the upper right—you'll need to use the Sneeze Wind a few times to properly arrange the blocks to reach this exit.

F



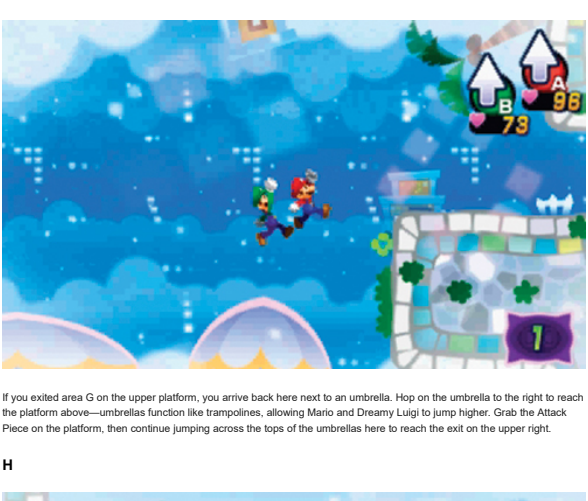
This room contains two more Attack Pieces. There's also a chance you may encounter another Gold Beanie here too. Clear out all the enemies here, including several Cocknight Rs and Krubbishes, then move to the right to collect the Attack Piece in the bottom-right corner. There isn't much else you can do here now, so exit on the left side—you'll come back here to collect the other Attack Piece after visiting area G.

G



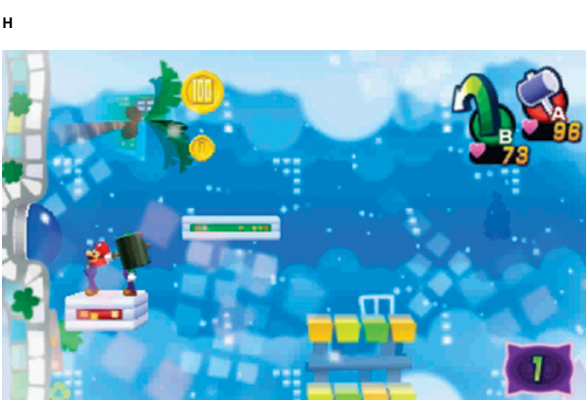
Use the Sneeze Wind once again to navigate through this room. Work your way to the upper-left corner first to strike an Event Block—this rotates a green platform to the right, allowing you to reach the Attack Piece. But you must use the Sneeze Wind once more to bring this platform to the foreground. After gathering the Attack Piece, exit on the upper right, returning back to area F.

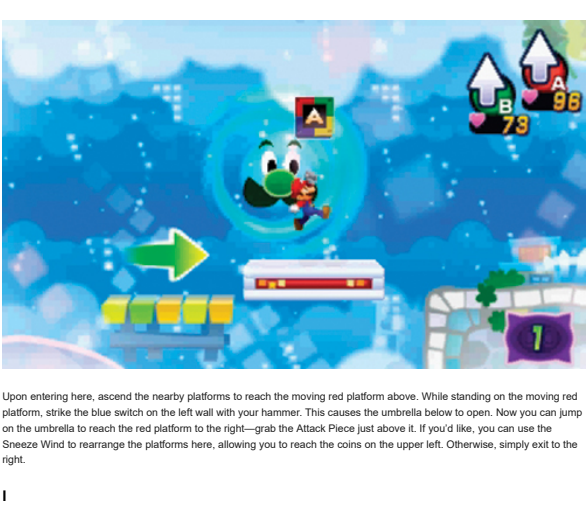
F



If you exited area G on the upper platform, you arrive back here next to an umbrella. Hop on the umbrella to the right to reach the platform above—umbrellas function like trampolines, allowing Mario and Dreamy Luigi to jump higher. Grab the Attack Piece on the platform, then continue jumping across the tops of the umbrellas here to reach the exit on the upper right.

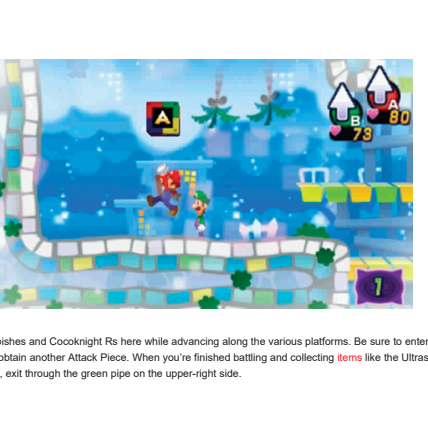
H





Upon entering here, ascend the nearby platforms to reach the moving red platform above. While standing on the moving red platform, strike the blue switch on the left wall with your hammer. This causes the umbrella below to open. Now you can jump on the umbrella to reach the red platform to the right—grab the Attack Piece just above it. If you'd like, you can use the Sneeze Wind to rearrange the platforms here, allowing you to reach the coins on the upper left. Otherwise, simply exit to the right.

I

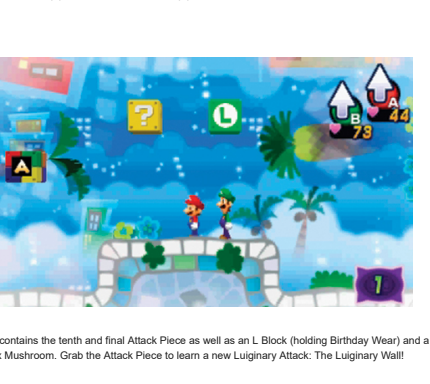


Defeat the Krubbishes and Cocknight Rs here while advancing along the various platforms. Be sure to enter the alcove on the upper left to obtain another Attack Piece. When you're finished battling and collecting items like the Ultrasyrup Jar from the M block here, exit through the green pipe on the upper-right side.

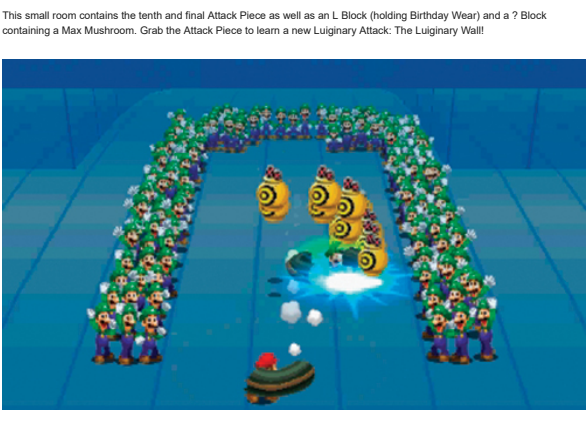
J

Form a Luiginary Stack here and Spring Jump over the large formation of blocks to reach the right side. Lean the Stack out to the right, striking the blue switch on the right wall. This causes bombs to drop from the ceiling. Snap the Stack upright to bat the bombs towards the blocks on the left. Keep knocking the bombs to the left until all the blocks are destroyed. Once exposed, aim for the large bombs nestled among the blocks to trigger even larger, more devastating explosions. Destroying all the blocks uncovers two pipes in the floor. Enter the pipe on the left side first.

K

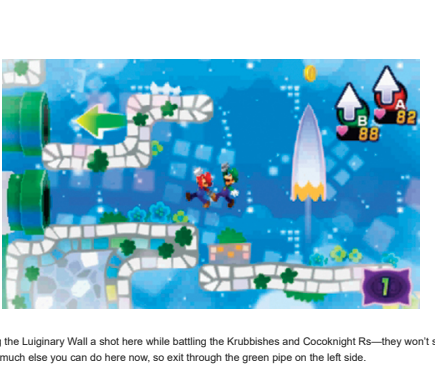


This small room contains the tenth and final Attack Piece as well as an L Block (holding Birthday Wear) and a ? Block containing a Max Mushroom. Grab the Attack Piece to learn a new Luiginary Attack: The Luiginary Wall!



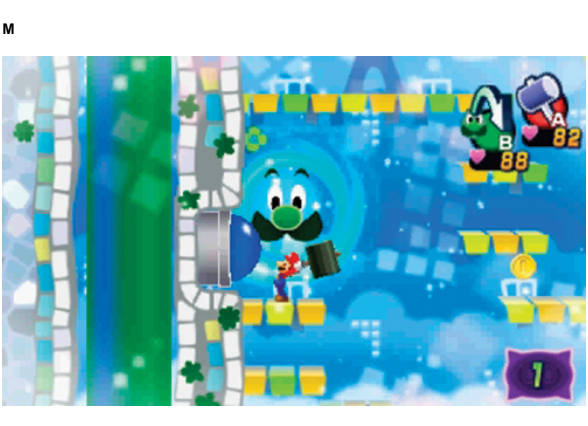
Take a moment to practice the Luiginary Wall before using it in a real battle. During this attack, the Luiginoids form a three-sided box as Mario uses his hammer (Ⓐ) to knock Dreamy Luigi across the floor. When struck by Mario's hammer, Dreamy Luigi bounces against the Luiginoid wall, smacking enemies along the way. The idea is to bounce Dreamy Luigi off the three enclosed walls—use the Circle Pad to move Mario around so you can strike Dreamy Luigi from different angles, causing him to fly in new directions. But be careful not to damage the perimeter wall too heavily—each time Dreamy Luigi makes contact with the wall, Luiginoids disappear, making the wall thinner and thinner. For best results, send Dreamy Luigi bouncing all over the place to avoid weakening the wall in any single spot. At the conclusion of the attack, the Luiginoids form a massive vertical wall in the background. Knock Dreamy Luigi into this distant wall to cause the Luiginoids to come crashing down on your enemies. This is without a doubt one of the most powerful Luiginary Attacks, ideal for dishing out damage to large groups or individual enemies. When you're finished practicing the Luiginary Wall, return to area J and enter the green pipe on the right to access area L.

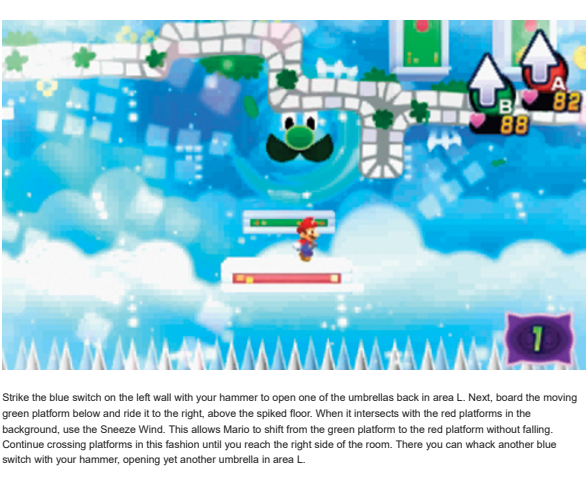
L



Consider giving the Luiginary Wall a shot here while battling the Krubbishes and Cocknight Rs—they won't stand a chance! But there's not much else you can do here now, so exit through the green pipe on the left side.

M

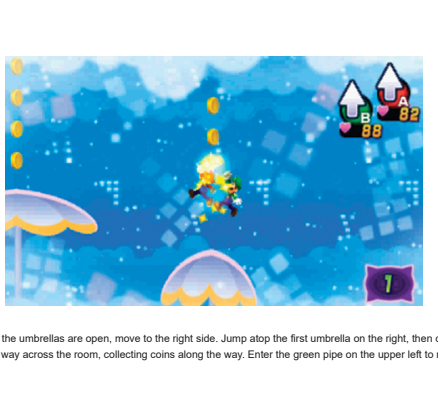




Strike the blue switch on the left wall with your hammer to open one of the umbrellas back in area L. Next, board the moving green platform below and ride it to the right, above the spiked floor. When it intersects with the red platforms in the background, use the Sneeze Wind. This allows Mario to shift from the green platform to the red platform without falling. Continue crossing platforms in this fashion until you reach the right side of the room. There you can whack another blue switch with your hammer, opening yet another umbrella in area L.

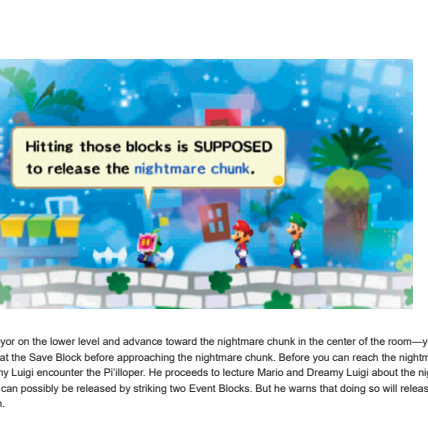
Ascend to the upper level and strike the Event Block on the left side. This rotates a series of green platforms, allowing Mario to cross. Use the Sneeze Wind to bring the distant red platform forward so you can reach the next blue switch above—this opens another umbrella back in area L. Initiate another Sneeze Wind to restore the green platforms, then cross to the right, striking the fourth and final blue switch on the right wall. This opens the fourth and final umbrella back in area L. Before heading back to area L, explore the rest of this room to obtain goodies from the various ? Blocks.

L

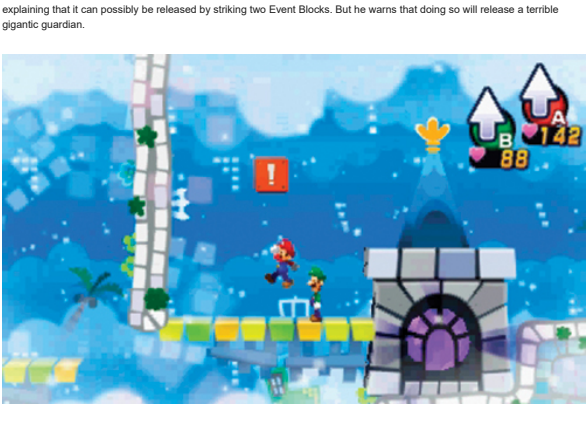


Now that all of the umbrellas are open, move to the right side. Jump atop the first umbrella on the right, then continue bouncing your way across the room, collecting coins along the way. Enter the green pipe on the upper left to return to area B.

B

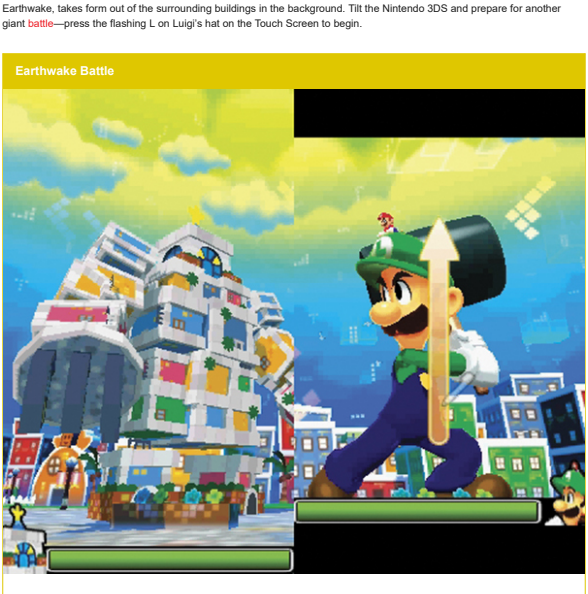

Hitting those blocks is SUPPOSED to release the nightmare chunk.

Cross the Conveyor on the lower level and advance toward the nightmare chunk in the center of the room—you may want to save your game at the Save Block before approaching the nightmare chunk. Before you can reach the nightmare chunk, Mario and Dreamy Luigi encounter the Pi'illoper. He proceeds to lecture Mario and Dreamy Luigi about the nightmare chunk, explaining that it can possibly be released by striking two Event Blocks. But he warns that doing so will release a terrible gigantic guardian.



When Pi'illoper leaves, strike the nearby Event Block, on the right side of the nightmare chunk. A warning is sounded after striking the Event Block (and a pail falls on Dreamy Luigi's head), but nothing else happens. Proceed to the next Event Block and strike it. This time a bright flashing light appears above the nightmare chunk. Pi'illoper returns to warn of the guardian's arrival—he makes a hasty exit, leaving Mario and Dreamy Luigi to face this battle on their own. The guardian, named Earthwake, takes form out of the surrounding buildings in the background. Tilt the Nintendo 3DS and prepare for another giant battle—press the flashing L on Luigi's hat on the Touch Screen to begin.

Earthwake Battle

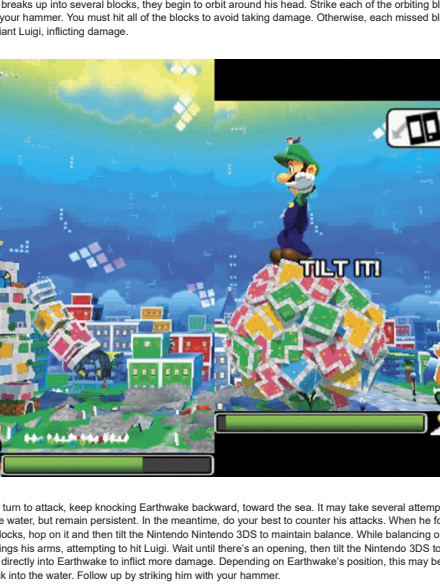


At the start of the battle, Dreambert suggests knocking Earthwake backward, causing him to fall into the sea. Start by hitting Earthwake with a Hammer Uppercut, drawing a quick vertical line in the Touch Screen. If successful, this knocks Earthwake backward, sending him falling into the water. While Earthwake is stunned in the water, repeatedly whack him on the head with your hammer, using a series of vertical swings, followed by one powerful horizontal swing. This knocks Earthwake to pieces, but he soon reassembles and returns to land.

This time Earthwake's head is protected by several massive stone blocks. Perform a Drill Stomp to break this makeshift helmet, exposing Earthwake's head.

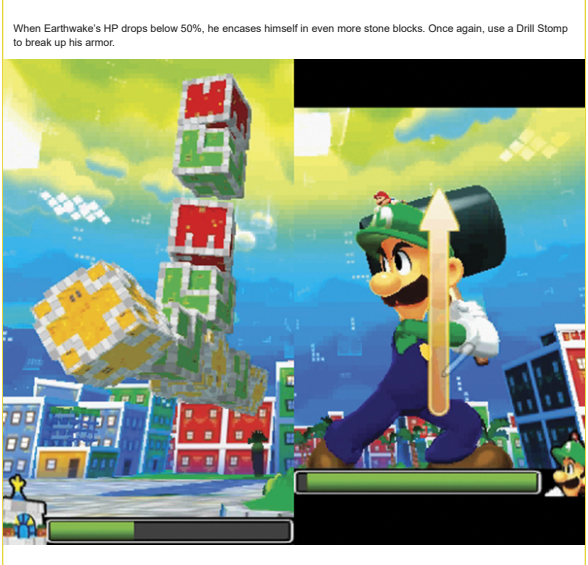
HAMMER AWAY!

As Earthwake breaks up into several blocks, they begin to orbit around his head. Strike each of the orbiting blocks by striking it with your hammer. You must hit all of the blocks to avoid taking damage. Otherwise, each missed block is launched at Giant Luigi, inflicting damage.

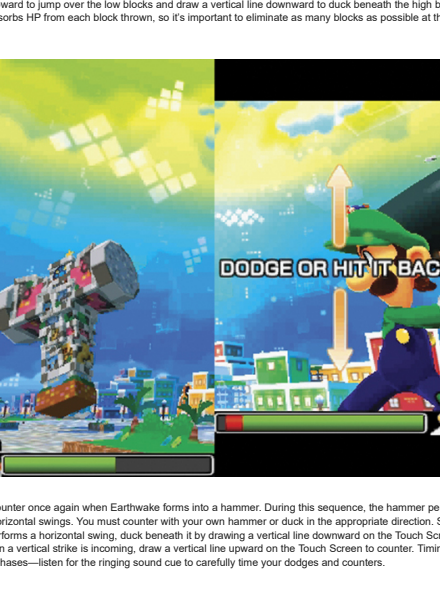


When it's your turn to attack, keep knocking Earthwake backward, toward the sea. It may take several attempts to drop him back in the water, but remain persistent. In the meantime, do your best to counter his attacks. When he forms a ball formed from blocks, hop on it and then tilt the Nintendo Nintendo 3DS to maintain balance. While balancing on the ball, Earthwake swings his arms, attempting to hit Luigi. Wait until there's an opening, then tilt the Nintendo 3DS to the left, rolling the ball directly into Earthwake to inflict more damage. Depending on Earthwake's position, this may be enough to knock him back into the water. Follow up by striking him with your hammer.

When Earthwake's HP drops below 50%, he encases himself in even more stone blocks. Once again, use a Drill Stomp to break up his armor.



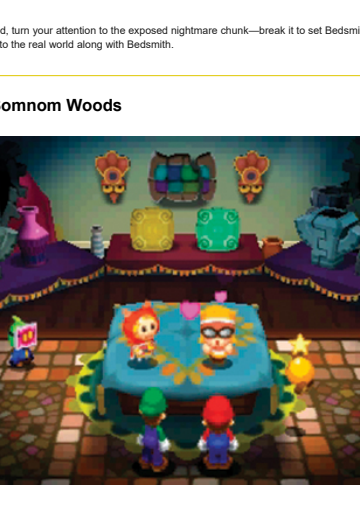
When faced with a formation of floating blocks, resembling an inverted T, use a Hammer Uppercut to knock away most of the blocks. As for the remaining blocks, prepare to dodge them as Earthwake tosses them at Giant Luigi. Draw a vertical line upward to jump over the low blocks and draw a vertical line downward to duck beneath the high blocks. Earthwake absorbs HP from each block thrown, so it's important to eliminate as many blocks as possible at the start of this attack.



Be ready to counter once again when Earthwake forms into a hammer. During this sequence, the hammer performs both vertical and horizontal swings. You must counter with your own hammer or duck in the appropriate direction. So when Earthwake performs a horizontal swing, duck beneath it by drawing a vertical line downward on the Touch Screen. Likewise, when a vertical strike is incoming, draw a vertical line upward on the Touch Screen to counter. Timing is critical during these phases—listen for the ringing sound cue to carefully time your dodges and counters.

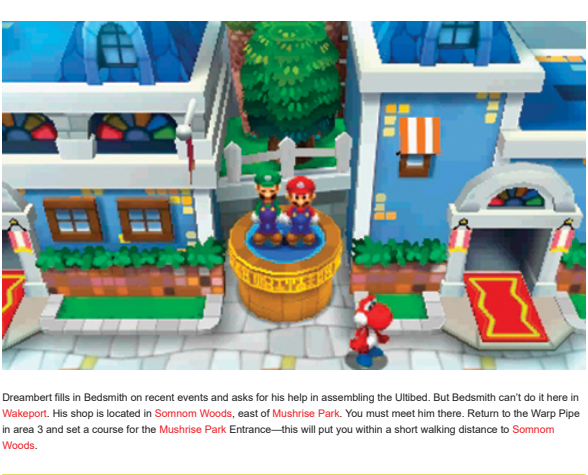
Tilt the Nintendo 3DS to set the marker on the foe!

Continue knocking Earthwake backward into the sea at every opportunity while dodging or countering his attacks. Once his HP reaches a critical state, initiate the Star Driver. Tilt the Nintendo 3DS to guide the star, flying it directly at Earthwake's head. Defeating Earthwake nets you 1,000 coins, Charge Gloves DX, Ultra Candy, an Ultra Nut, and a 1-Up Deluxe.



Still in the dream world, turn your attention to the exposed nightmare chunk—break it to set Bedsmith free! Mario automatically returns to the real world along with Bedsmith.

Destination: Somnom Woods



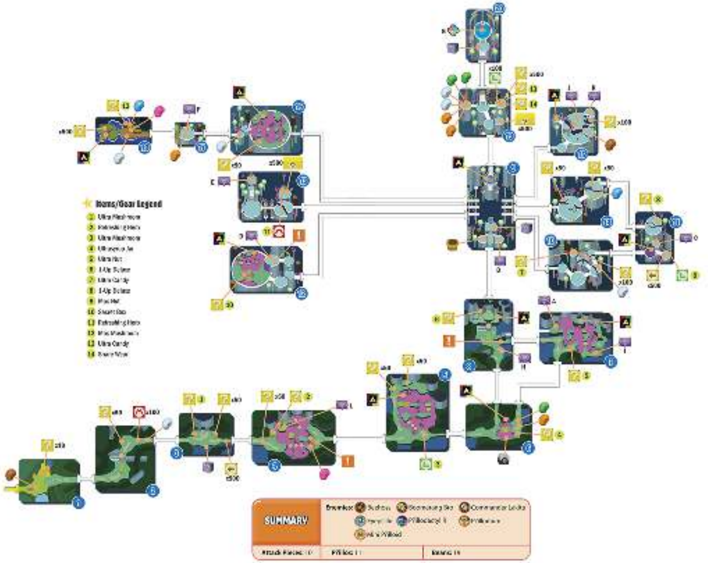
Dreambert fills in Bedsmith on recent events and asks for his help in assembling the Ultibed. But Bedsmith can't do it here in Wakeport. His shop is located in Somnom Woods, east of Mushrise Park. You must meet him there. Return to the Warp Pipe in area 3 and set a course for the Mushrise Park Entrance—this will put you within a short walking distance to Somnom Woods.

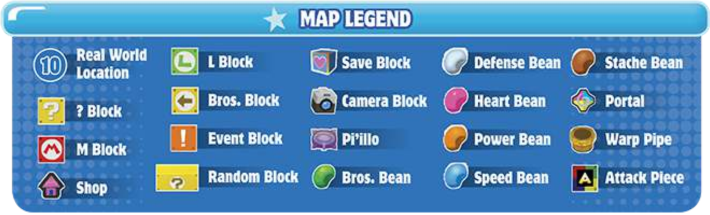
Note

Before leaving Wakeport, consider visiting a few locations like Badgeport, Kylie Koopa's Office, and the Event Stage. Surely you have more shots to decrypt for Kylie, not to mention more Bros. Attacks to demonstrate at the Event Stage. Badgeport's inventory updates after arriving at Somnom Woods, so come back soon to acquire the Expert Badge, Gold Badge, and Miracle Badge.

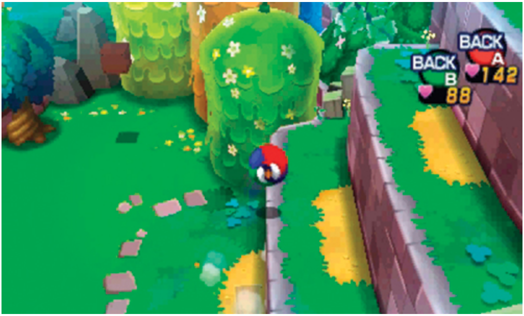
Somnom Woods

Somnom Woods



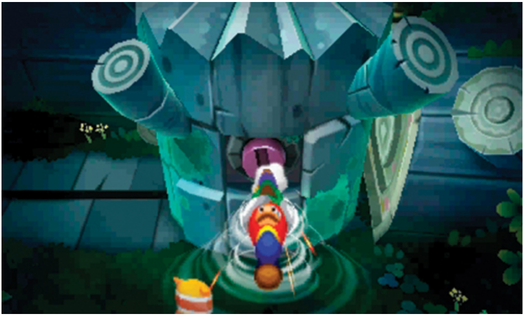


① Somnom Woods Entrance

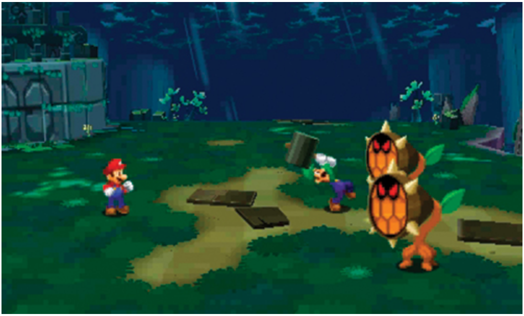


After arriving in Mushrise Park, head to the east to reach the entrance to Somnom Woods—Bedsmith is waiting for Mario and Luigi there. Ball Hop up the steep step-like terrain on the east side, and then follow the path beyond to step beneath the canopy of this lush forest.

② Somnom Gate

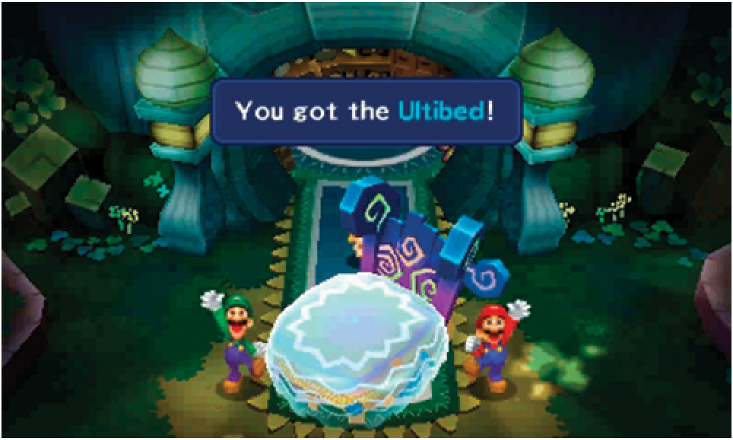


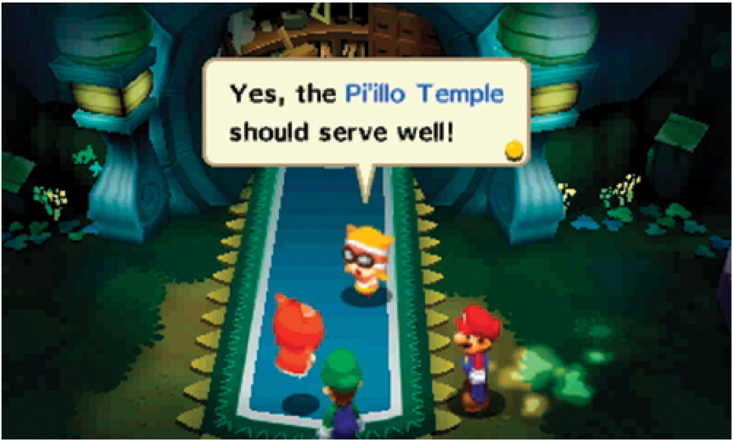
Bedsmith is waiting here along this windy path. But the path is blocked by a large stone-like tree stump—apparently this is some sort of gate. While Bedsmith seems familiar with this gate, he's incapable of reaching the activation switch above. Step onto the nearby platform to the south and Side Drill into the switch to activate it. This causes the gate to open.



Once the gate is open, Bedsmith urges Mario and Luigi to follow him. However, take a moment to battle the Beehoss first. This peculiar flower-like enemy is covered in spikes. Therefore, use Hammer attacks instead of Jump attacks—Bros. Attacks are also effective. During their attack phase, the Beehoss sends swarms of bees at Mario and Luigi. Simply jump over these swarms. Jumping on the swarms only agitates the bees, causing them to sting Mario or Luigi. After inflicting damage, the bees immediately return to the Beehoss. But if you completely avoid contact with the bees, the Beehoss will have no bees to attack with for a few turns, leaving them defenseless until the bees eventually return. After battling these enemies, strike the ? Block and M Block (both containing coins) on your way to the next area.

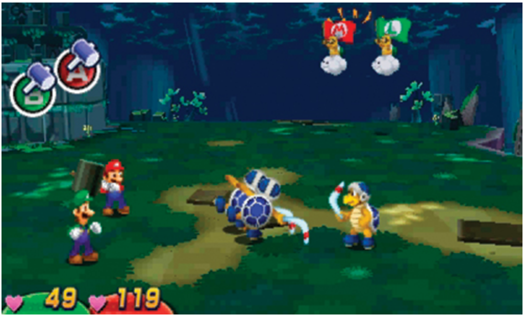
③ Bedsmith's Shop



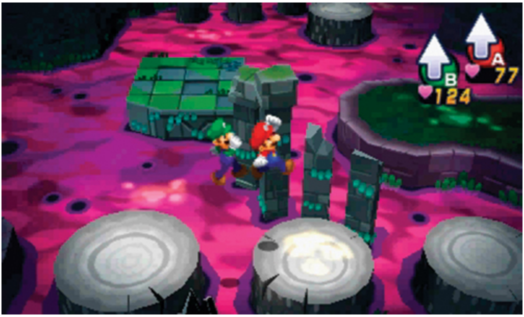


Bedsmith's shop is located on the north edge of this area. Mario automatically presents Bedsmith with the five Ultibed parts. Bedsmith carries the parts into his shop and begins construction while Mario and Luigi wait outside. A few moments later, the Ultibed is complete. But as Mario, Luigi, and Dreambert prepare to use it to find the Zeekeeper, Bedsmith interrupts—the Ultibed can't be used here. Instead, it must be taken to a place in the woods where the dream power swells. Dreambert ponders this for a moment and concludes that they must head for the Pi'illo Temple. Dreambert urges Mario and Luigi to explore the woods and find the Pi'illo Temple. Once there, they can use the Ultibed to enter the dream world and find the Zeekeeper. Before beginning your search, explore the rest of this area. There's an Ultra Mushroom in the ? Block to the west, a Bros. Block to the east, and a Save Block to the south.

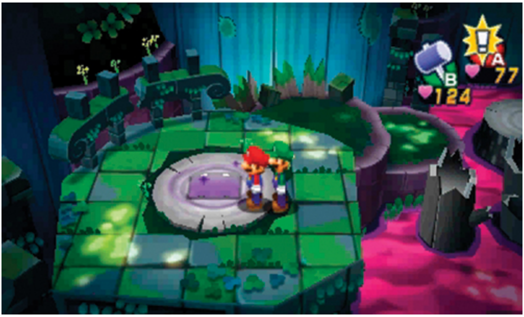
④ Southwest Pond



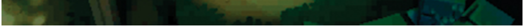
Avoid the incoming boomerang tossed by the Boomerang Bro patrolling near the entrance to this area—initiate a battle by jumping on or hammering this foe. When these enemies attack, watch the Commander Lakitus hovering in the background—they raise M or L flags, indicating whether Mario or Luigi is about to be attacked. Use your hammers to knock back the boomerangs. In other instances, the Commander Lakitus will indicate what type of boomerang attack is coming. If the Commander Lakitus move in a circular motion, be ready to jump over the incoming boomerang, so it returns and strikes the Boomerang Bro who threw it. These enemies are best defeated with standard Jump attacks. Or if you want to end the battle quickly, use a Bros. Attack, such as Bomb Derby.



Collect the Refreshing Herb from the ? Block to the north, then focus on crossing the pond in the center of this area—don't fall in the unusual purple water. The stumps to the south serve as stepping stones. But instead of crossing to the east, head north, using Spin Jumps to navigate from one island to the next.

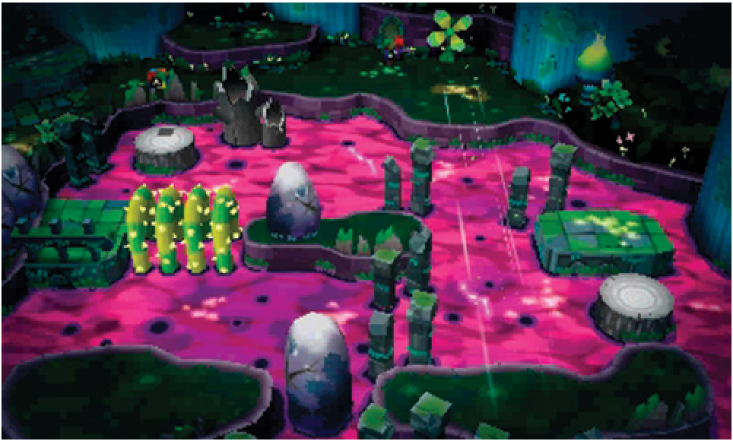


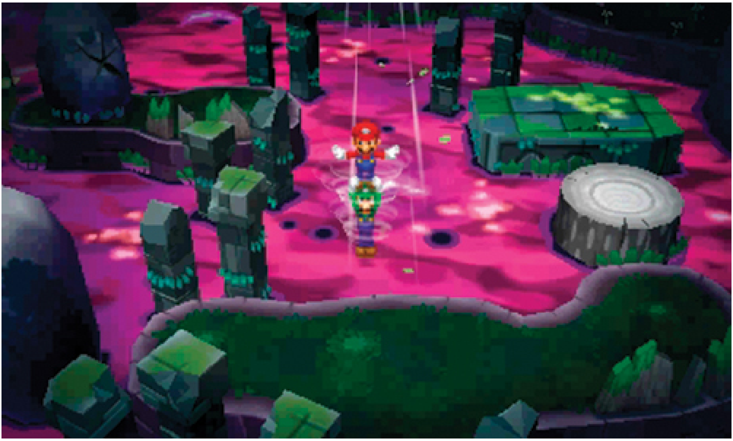
In the northwest corner there's a large cracked stone—whack it with your hammer to reveal a pillow. In Somnom Woods, many pillows are hidden beneath similar stones, so keep your eyes peeled. Enter the dream world and rescue this Pi'illo (L). Battle the Pelicrumps and Spritzblooms inside this dream world while navigating the various pipes and entrances to smash the three nightmare chunks.



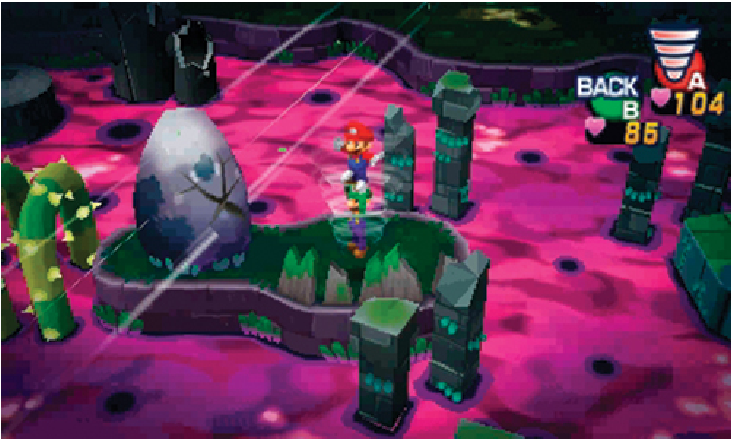
After rescuing the Pi'illo, Spin Jump toward the east side to locate an Event Block—watch out for the Beehoss lurking nearby. Strike the Event Block to lower the nearby wooden gate, making it easier to cross through this area—there's a Heart Bean on the west side of the gate. After striking the Event Block and dispatching the Beehoss, exit to the east.

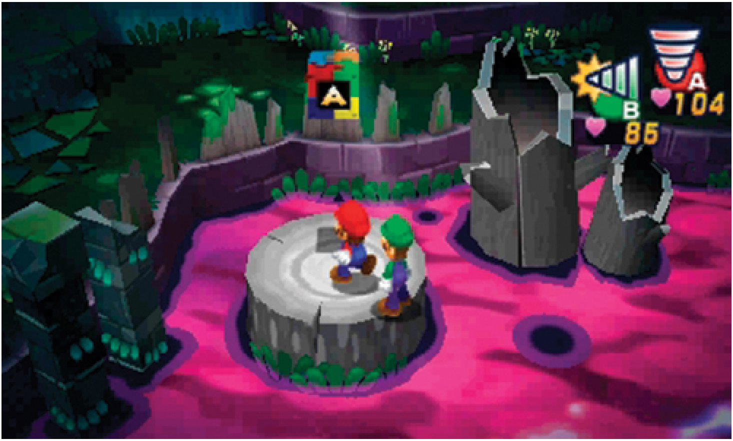
5 South Pond



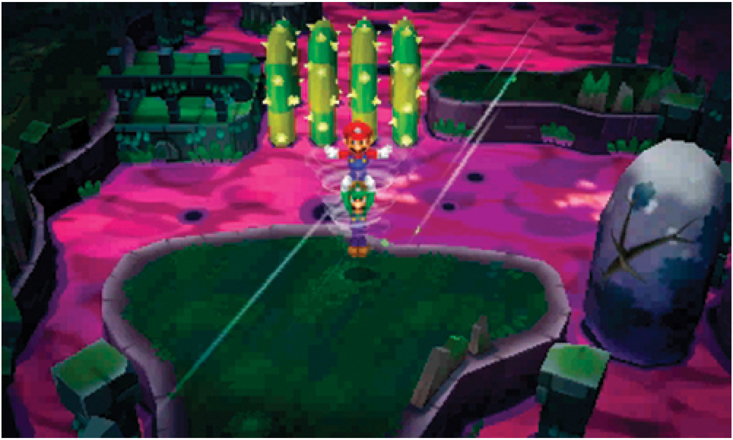


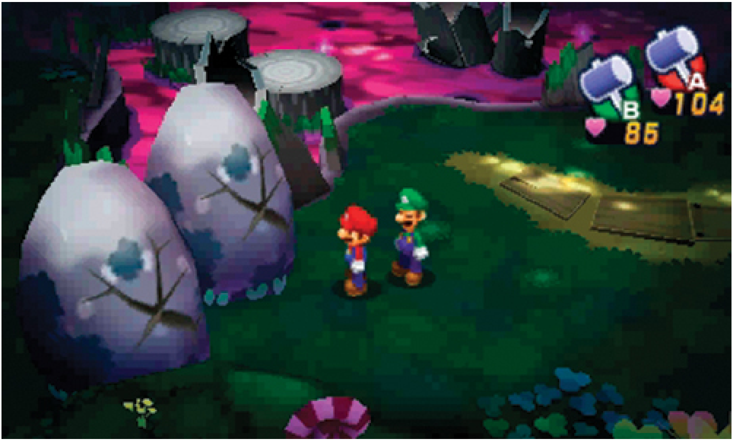
Upon entering here, Mario and Luigi make note of a mole-like creature, called a Nommon, burrowing beneath the ground and exiting to the east. Perhaps you should follow it? But first, take a moment to thoroughly explore this area. Battle the Boomerang Bro nearby, then head north to battle another Beehoss. Circle around the pond to the northeast side to locate a flower-like fan. You can use the wind generated by this fan to cross the pond. When the fan oscillates to the south, Spin Jump in front of it to ride the wind to a distant island near the center of the pond.





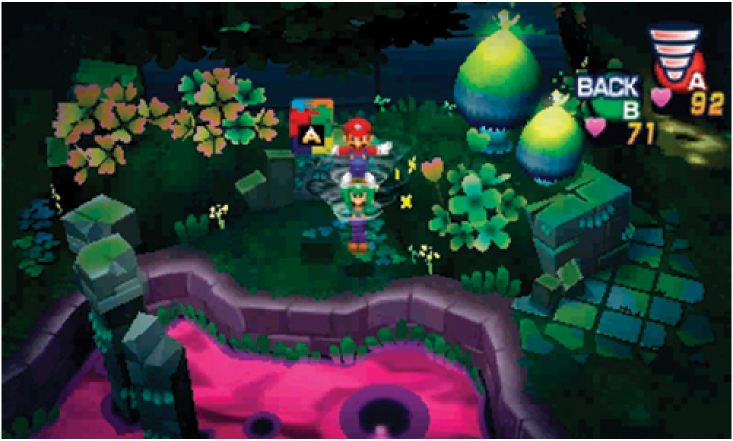
Jump across the platforms to the north, then Spin Jump to the island to the west—this island features a large stone on the west side. Smash the stone, then Side Drill through the thorny vines on the other side. Once on the west side of the vines, Spin Jump toward the stump in the northwest corner to obtain the first Attack Piece. Spin Jump back to the south, then smash the two large stones to the west of the thorny vines—this creates a more direct path for passing through here later.

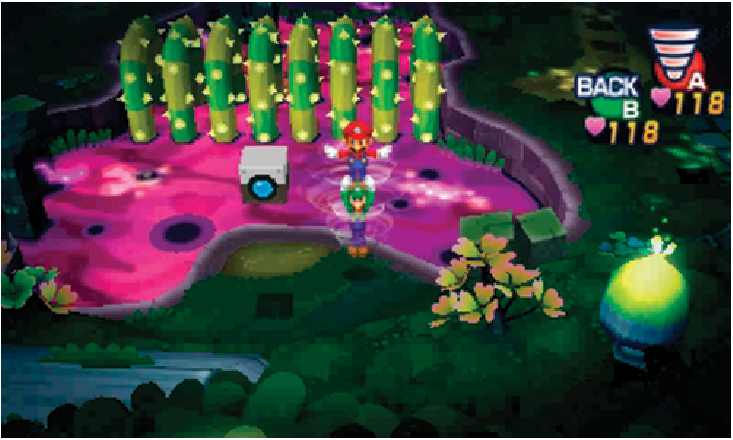




Return to the fan in the northeast corner and wait for it to oscillate, facing the southwest—take this opportunity to Spin Jump toward the large island on the west side of the pond. Smash the rock on the east side using your hammer, then turn south, crossing the tree stumps to the south. Once back on land, turn to the west and smash the two rocks here, blocking the southern path. Once again, smashing these rocks isn't necessary, but doing so facilitates ease of navigation if you ever have to pass through this area. While moving toward the eastern exit, strike the L Block to obtain an Ultra Mushroom.

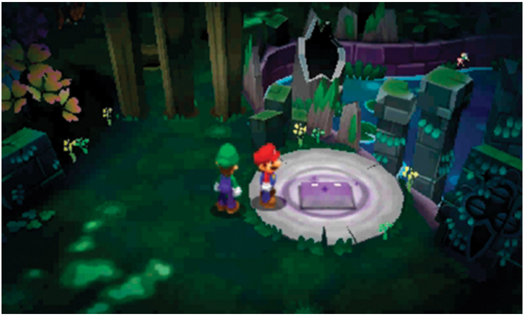
⑥ Southeast Pond





Battle the Boomerang Bro and Beehoss here, then Side Drill through the thorny vines in the pond—there's a ? Block containing an Ultrasyrup Jar on the other side. From the eastern bank of the pond, Spin Jump to the north to retrieve another Attack Piece. Return to the east side and Spin Jump to the south side of the pond to strike the Somnom Woods Camera Block. Spin Jump back to the east side of the pond and exit along the eastern path.

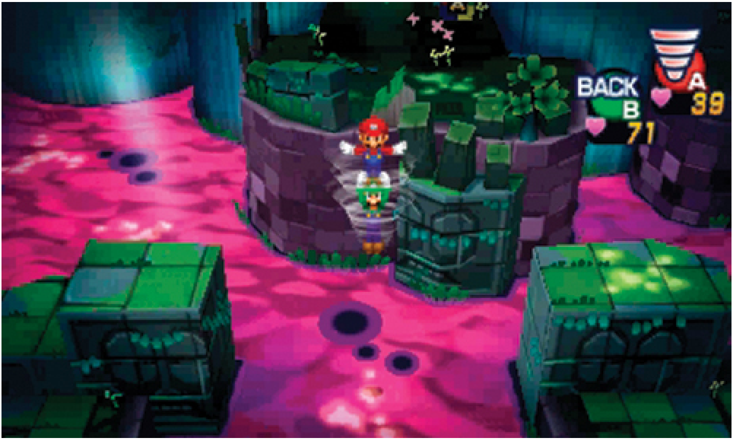
Tip



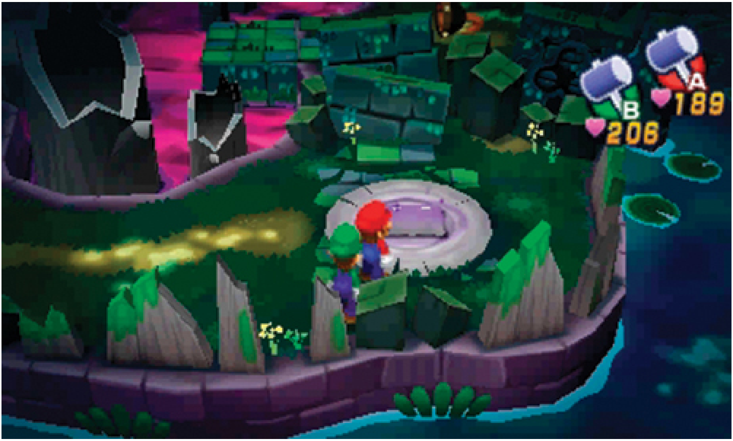
If you want to find another pillow now, exit area 6 using the northwest passage. This leads to a small, blocked grove in area 8—smash the stone here to uncover the pillow. Enter the dream world, rescue the Pi'illo (H), then return to area 6 before continuing on to area 7. This same Pi'illo can be rescued later once the southern gate in area 8 has been opened.

7 East Pond

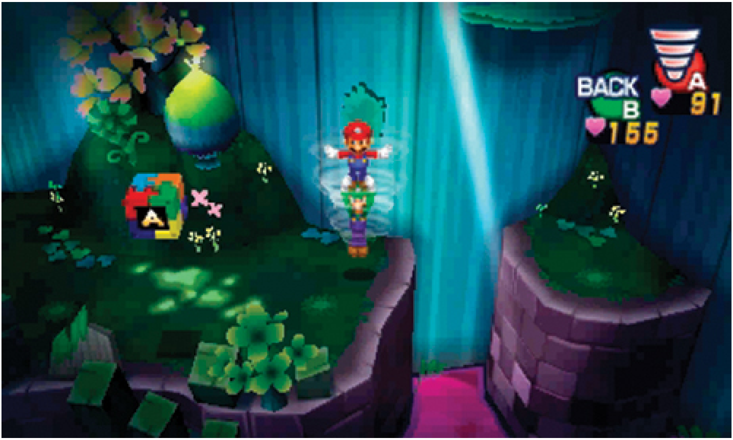
A Pi'illo Master!

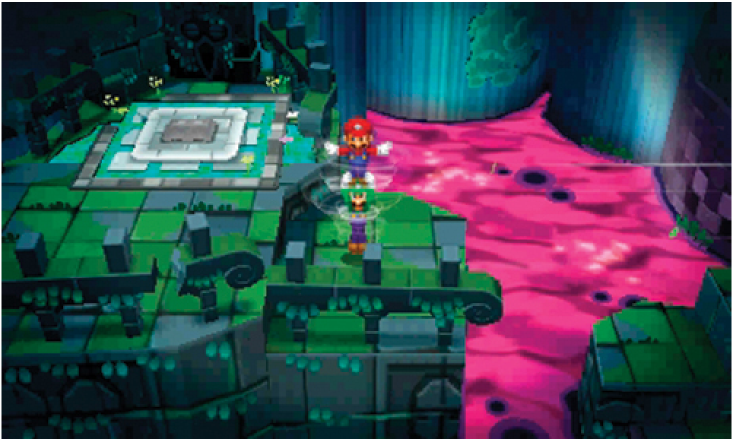


Watch out for another Beehoss here—take it out before continuing north. As you approach the large stone structure to the north, Dreambert recognizes a special pillow above—a Pi'illo Master is trapped within! To enter the temple, this Pi'illo must be saved—you need to find a way up there. Start by crossing the pond to the east using a Spin Jump—but pay attention to the incoming wind carefully. When the wind isn't blowing, begin your Spin Jump to the east.



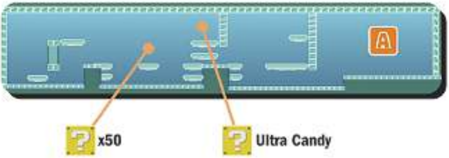
Head south until you reach a stump flanked by two rocks—Side Drill through the rocks on both the east and west sides, opening a path along the south side of the pond. Cross to the west side first to collect an Ultra Nut from a ? Block. Smash the two rocks west of the ? Block to extend the path on the south side of the pond. From the stump, hop to the south and locate another pillow in the southeast corner. Enter the dream world to set this Pi'illo (I) free.





Return to the stump, cross to the east side of the pond, and engage another Beehoss. Ignore the fan for now, and Spin Jump along the elevated islands on the north side of the pond. This is the only way to reach the Attack Piece here. Once you've grabbed the Attack Piece, backtrack to the east and approach the fan. Stand in front of the fan and wait for it to start blowing. Initiate a Spin Jump while standing in front of the fan to send Mario and Luigi flying across the pond to the altar-like structure to the west. You can now rescue the Pi'illo Master. Enter the dream world and begin your search. Dreambert reports that this is just one of the Pi'illo Masters—you must rescue them all to gain access to the Pi'illo Temple.

Dream World (A)



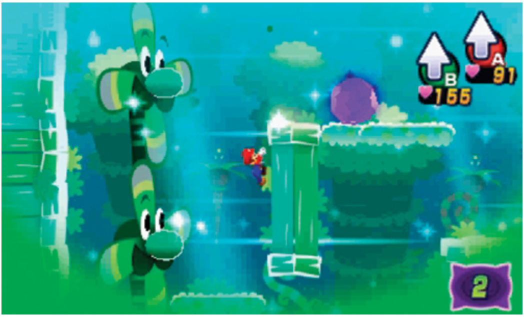
SUMMARY

Enemies: None

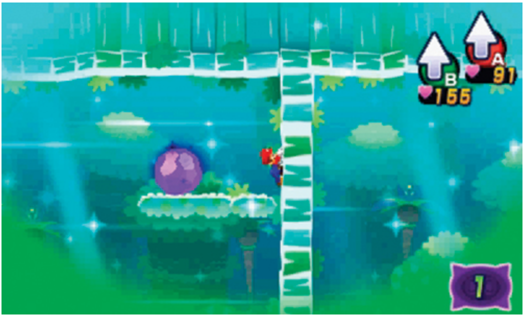
MAP LEGEND

- Dream World Location
- ? Block
- Shop
- M Block
- L Block
- Save Block
- Event Block
- Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

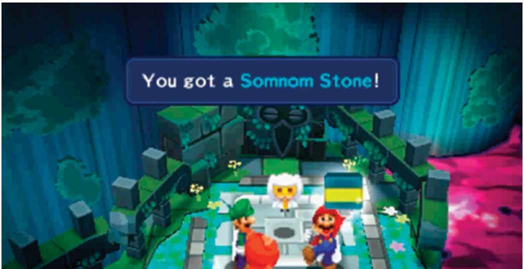
A



There are only two nightmare chunks in this small dream world, but you must use a new Luiginary Work to reach them, as well as one of the ? Blocks here. Travel to the far left side to initiate the new Luiginary Propeller. On the Touch Screen, draw circles on Luigi's nose to trigger a powerful wind generated from the Propeller—press on Luigi's nose to stop the Propeller. While the Propeller is active, you can scale walls. Press against the wall on the right, then scale it to reach the first nightmare chunk. Smash the nightmare chunk with your hammer.



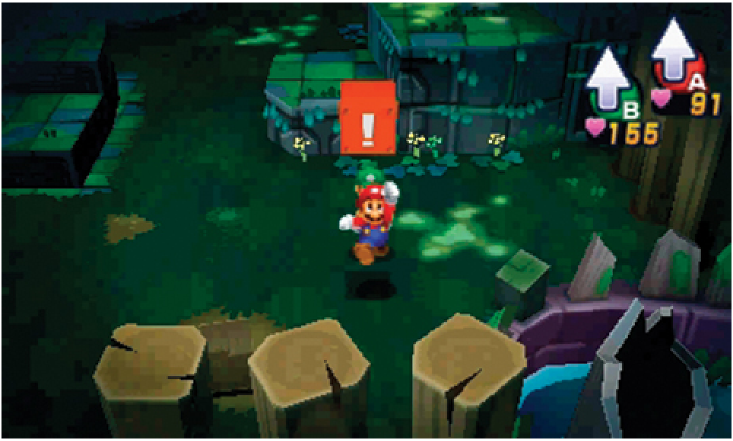
During your journey back to the right side, keep the Propeller active to aid your jumps—in addition to scaling walls, the wind generated by the Propeller makes it possible to jump greater distances. Strike a couple of ? Blocks along the way to gather coins and Ultra Candy—you must scale a wall to strike the ? Block containing the Ultra Candy. Finally, scale another wall to the right to reach the last nightmare chunk—smash it with your hammer to set the Pi'illo Master free.

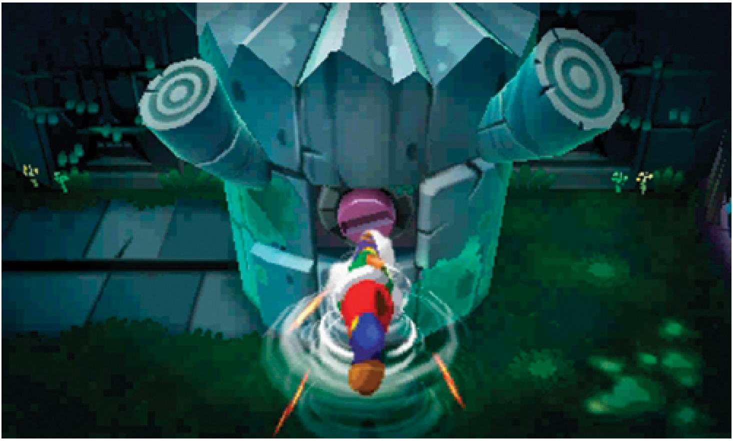


You got a Somnom Stone!

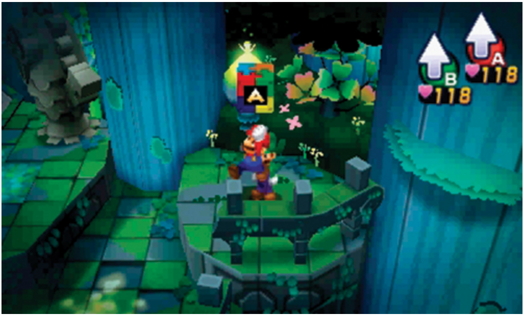
Back in the real world, the Pi’illo Master is grateful for Mario and Luigi’s intervention. To aid them in their journey to the temple, the Pi’illo Master hands over a Somnom Stone. But the Pi’illo Master warns that there are others like him still trapped in the dream world. After speaking to the Pi’illo Master, exit on the west side.

⑧ Temple Gate





Strike the Event Block to the south to lower the two wooden gates—this opens access back to areas 6 and 7. If you didn’t earlier, smash the rock beyond the southern gate to find a pillow, rescuing Pi’illo (H). Battle the Beehoss and Boomerang Bro here, then approach the switch in the wall to the north—it looks just like the one Bedsmith had you open in area 2. Stand on the platform south of the switch, then Side Drill toward the switch.



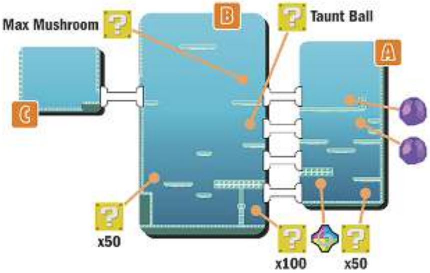
Once the switch is activated, the large stone structure slides out of the way, revealing a small stone lift. Ride the lift to the upper level and grab the Attack Piece in the northeast corner—you can grab a 1-Up Deluxe from the ? Block in the northwest corner.

As you approach the central platform to the north, three Nommons emerge from the soil—they want to know why Mario and Luigi are here. But despite Starlow's explanation, these purple critters are suspicious, fearing for the safety of something they call the Nom Pi'illo. After a brief and somewhat hostile conversation, the Nommons disappear into the soil—it looks like you'll need to find a better way to earn their trust. Dreambert reports that Nommons have inhabited these woods for a long time, but he has no idea what the Nom Pi'illo is. He suggests advancing and dealing with this mystery later. Board the stone lift to the north to enter the next area.

⑨ Central Plateau

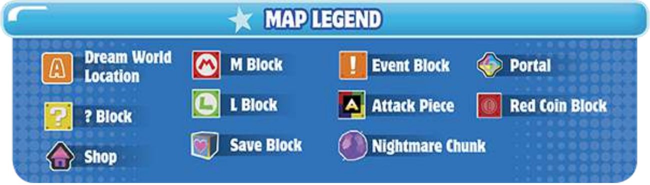
The platform here is flanked by a Warp Pipe and a pillow. Before moving any further, approach the pillow and enter the dream world. The Pi’illo trapped inside is another Pi’illo Master—enter the dream world and rescue him!

Dream World (B)

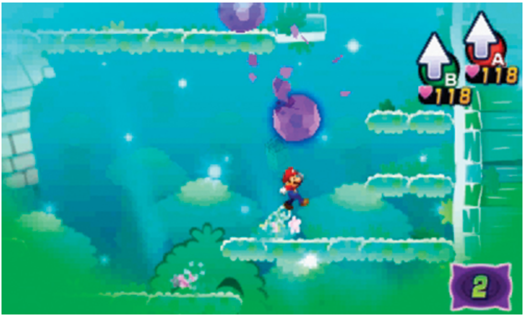


SUMMARY

Enemies: None

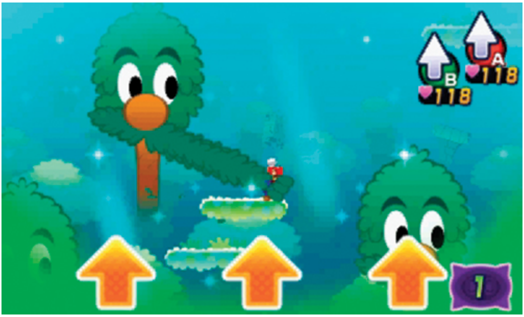


A



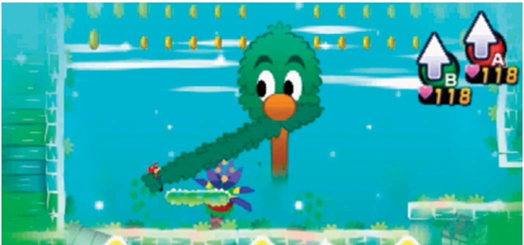
There are two nightmare chunks in this area, but you can only reach one of them now. Use the Luiginary Stache Tree to ascend the platforms here and smash the first nightmare chunk. The next nightmare chunk is on the top platform above, but it can’t be reached from this area, so exit on the left side to enter area B.

B

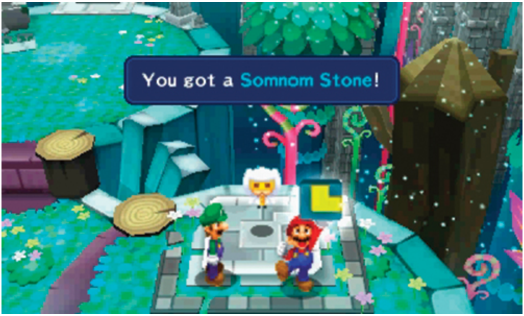


An entire forest of Luiginary Stache Trees await here. Use them to navigate between the various platforms. ? Blocks here contain a Taunt Ball, a Max Mushroom, and coins. Work your way to the top level and stand atop the moving platform, moving horizontally. Grab Mario with the nearby Stache Tree and launch him to the ledge on the upper-left side to enter area C.

C

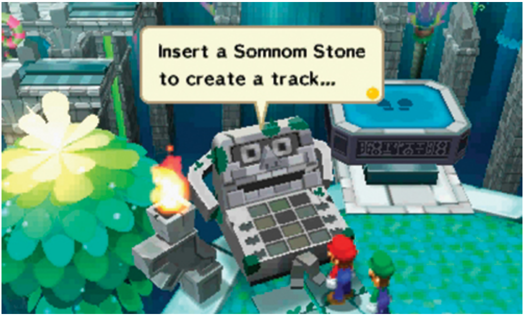


Entering this chamber is purely optional, but it’s well worth the visit. Use the Luiginary Stache Tree here to launch Mario throughout the upper reaches of the room to collect an array of coins. When you’ve collected all the coins in area C, return to area B and use the top Stache Tree there to launch Mario onto the ledge in the upper-right corner to return to area A. From the upper level of area A, smash the last nightmare chunk to free the Pi’illo Master.



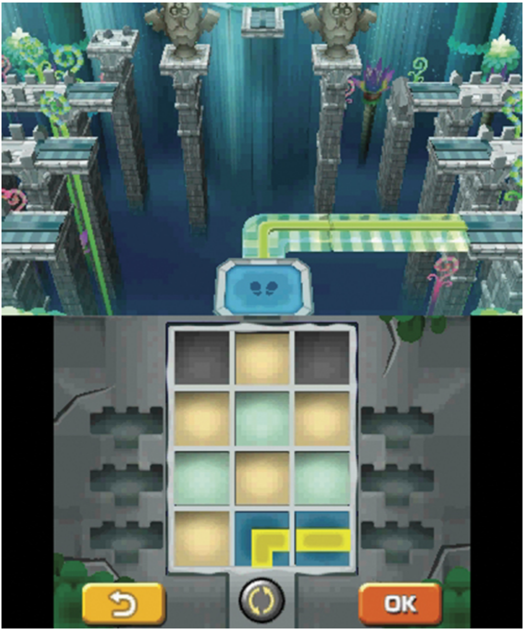
You got a Somnom Stone!

Upon returning to the real world, the Pi’illo Master thanks Mario and Luigi before handing over another Somnom Stone. But this Pi’illo Master offers a bit more information on what these stones actually do. The Pi’illo Masters have guarded the Somnom Stones for a long time. The stones function as keys to the temple. Once all Somnom Stones are collected, the path to the temple will open. More petrified Pi’illo Masters lie along the path ahead—rescue them to retrieve the remaining Somnom Stones.



Insert a Somnom Stone to create a track...

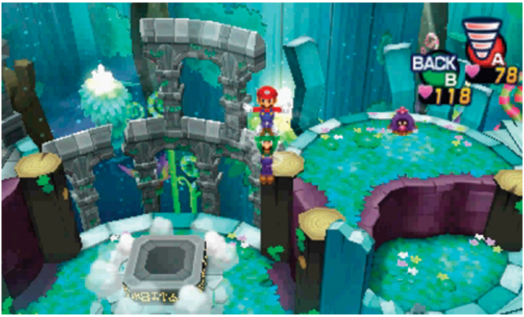
Next, approach a peculiar talking statue to the north. The statue reveals that Somnom Stones can be inserted to create tracks across the chasm leading to the Pi’illo Temple. The nearby stone platform can then function like a train, traveling along the tracks.



Once inserted in the statue, each Somnom Stone can be used to form one section of tracks. This brings up a new interface, prompting you to place tracks across a grid on the Touch Screen. The tracks appear on the perimeter of the Touch Screen—currently only two track pieces are available, because you've only obtained two Somnom Stones. There are six different track pieces in all, meaning there are six Somnom Stones total. While the Pi'illo Temple is located straight ahead, to the north, there are six different paths on the perimeter left to explore. Drag the track pieces from the perimeter of the Touch Screen to form the first set of tracks. Track pieces can be rotated too by selecting them and pressing the rotation button at the bottom of the Touch Screen—just like decrypting shots at Kylie Koopa's. For the first set of tracks, creating a section leading to the southeast corner. Once the track is laid, step onto the nearby platform and take a ride along the tracks.

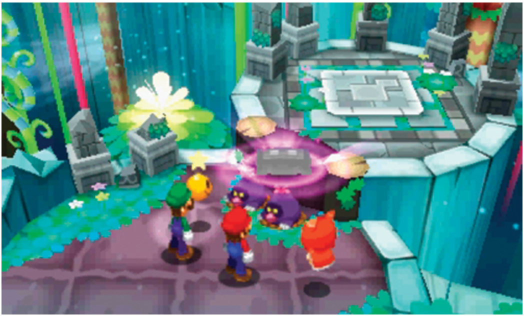
⑩ Southwest Junction

Battle the Boomerang Bro near the entrance, then confront a new enemy: Eyepi'illo. Wait until these floating stone enemies descend to the ground, then whack them with a hammer or jump on them to initiate a battle. During one of their attacks Eyepi'illos spin around in front of Mario and Luigi, emitting pink sparks in one direction—this indicates the direction they're about to fire. Interrupt this sequence by striking the spinning Eyepi'illo with your hammer while the sparks are facing away from you. If you time it just right, the Eyepi'illo will stop and shoot one of its comrades on the right. Jump attacks and Hammer attacks are both effective against these enemies.



Battle more Eyepi'illos just ahead while crossing from one cylindrical platform to the next. Just ahead, Mario and Luigi encounter a Nommon—this guy is still suspicious. Continue to the stone lift on the north side. When the lift ascends and stops, Spin Jump to the west to obtain coins and Ultra Candy from two ? Blocks. Board the stone lift once again, and Spin Jump to the east—speak with another Nommon, then exit to the east.

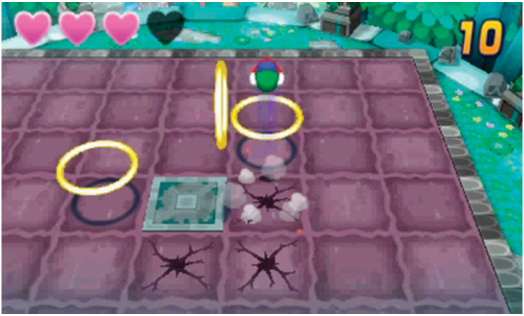
⑪ Ding-a-ring (South)



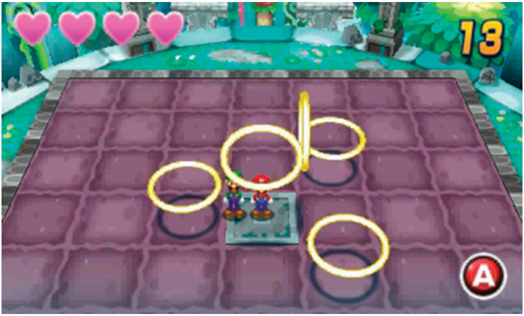
Upon entering, proceed directly to the platform in the southeast corner to strike a Random Block and L Block, containing a Max Nut. Backtrack to the west and approach the two Nommons to the north. Although suspicious at first, these Nommons become a bit more informative once Dreambert shows up. That's when the Nommons reveal the Nom Pi'illo they've been guarding—Starlow and Dreambert instantly recognize it as containing a Pi'illo Master. After a brief discussion, the Nommons agree to hand over the Nom Pi'illo. But first, they want to play a game. Agree to play the game.

Note

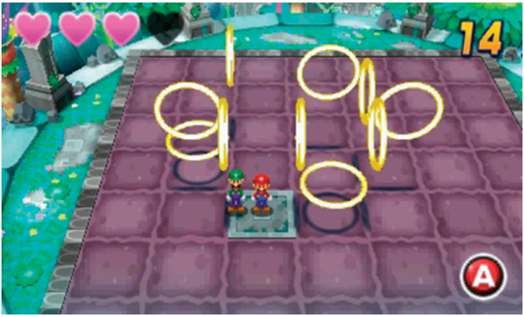
The platform to the north can only be accessed from area 14. Don't bother trying to reach it from these southern platforms.



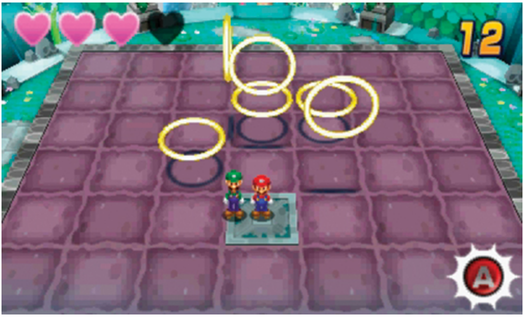
The name of the game is Ding-a-ring and requires Mario and Luigi to Ball Hop through a series of Ball Rings. However, there is no room for error, so plan your path before taking off. During the course of passing through the rings, you can only bounce on the purple tiles once—they crack on first contact, and will cause Mario and Luigi to fall through if struck again. However, you can bounce on the gray tiles as many times as you'd like. To make the game a bit more challenging, you also can't hit any Nommons on the play field. Are you ready? The game begins counting down as soon as you pass through the first Ball Ring. You must complete three challenges to satisfy the Nommons. The hearts in the upper-right corner indicate how many chances you have left—you can mess up a total of four times before the game is over, requiring you to start again.



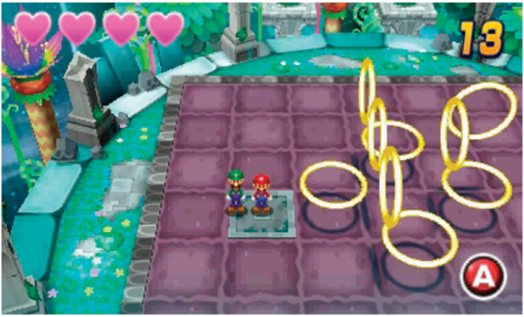
Each Ball Ring configuration is different, and there are sometimes multiple solutions to each challenge. To complete this basic course, bounce in the following directions: south, east, north, north, west, south, west, east, west. The challenge ends as soon as you pass through the final ring. So if you're headed in the direction of a cracked tile, as long as you pass through the final Ball Ring, you can end the challenge before landing on the cracked tile. Keep this in mind while planning your moves.



This course is a bit more challenging. Sometimes it can be difficult to see the exact positions of the Ball Rings. So instead of looking at the rings, look at their shadows cast on the play field. This makes it a little easier to plan your path. To complete this challenge, travel in the following directions: east, east, north, west, north, west, west, south, south, east.

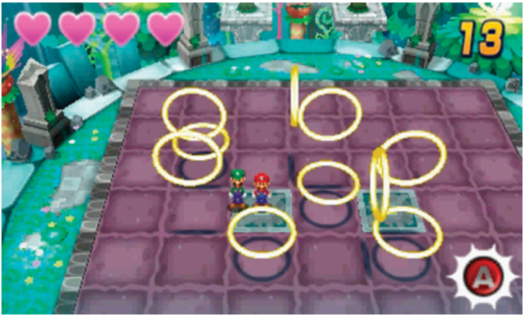


For this challenge, use the following path: east, north, north, west, west, south, east, north.



Once again, pay close attention to the shadows cast by the Ball Rings to chart a course through this play field: east, east,

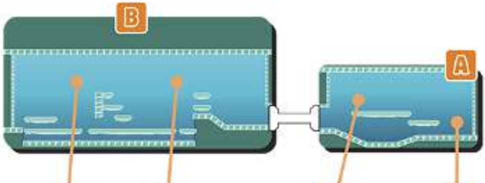
east, south, west, west, west, north, north, east, east, east, south.



This play field features two gray tiles. Remember, you can bounce on these sturdy tiles as much as you'd like without fear of them breaking. Take the following path: south, west, north, north, east, east, south, south, east, north.

Chances are you'll encounter many different play field configurations during your attempts at Ding-a-ring. The trick is to plan your movements before you start. Draw out a path, focusing mostly on the shadows of the Ball Rings. After successfully clearing three challenges, the Nommons are pleased and hand over their Nom Pi'illo—interact with it to enter the dream world.

Dream World (C)



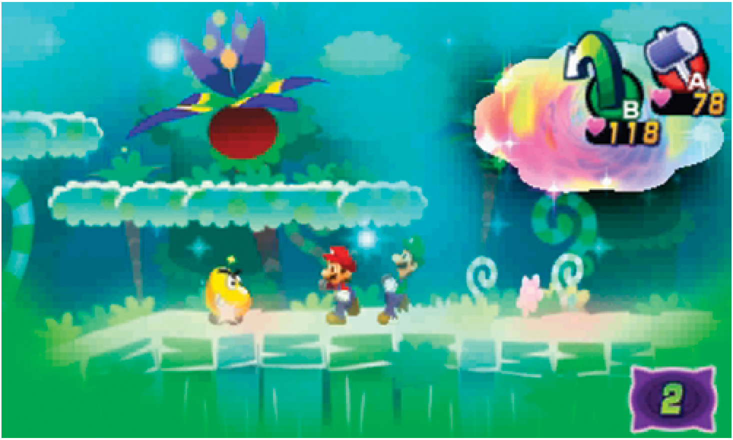
Ultra Mushroom

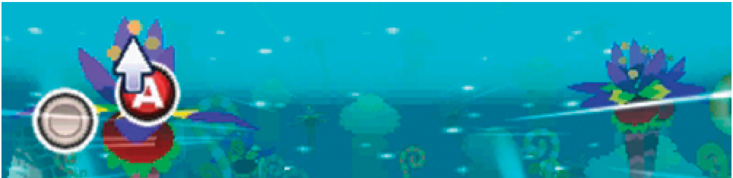
SUMMARY **Enemies:** Gold Beanie, Spritzbloom, Pelicrump

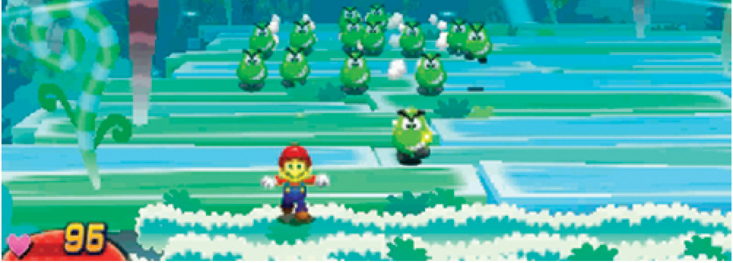
MAP LEGEND

- A Dream World Location
- ? Block
- Shop
- M Block
- L Block
- Save Block
- ! Event Block
- A Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

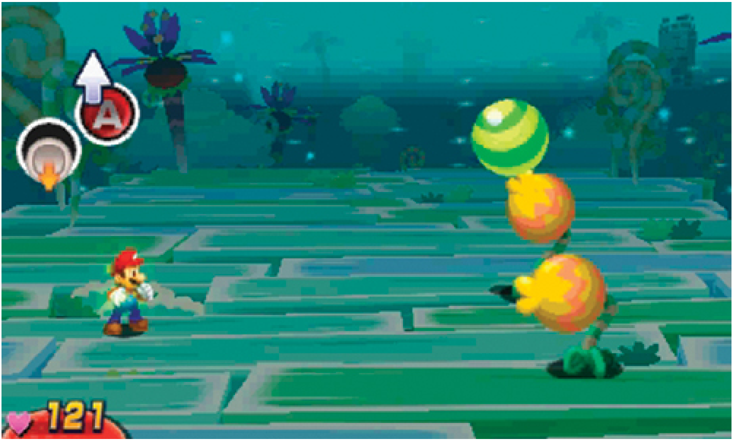
A

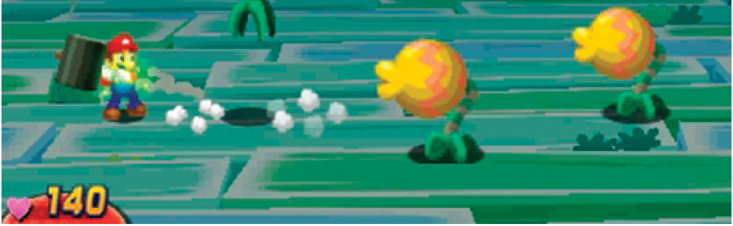






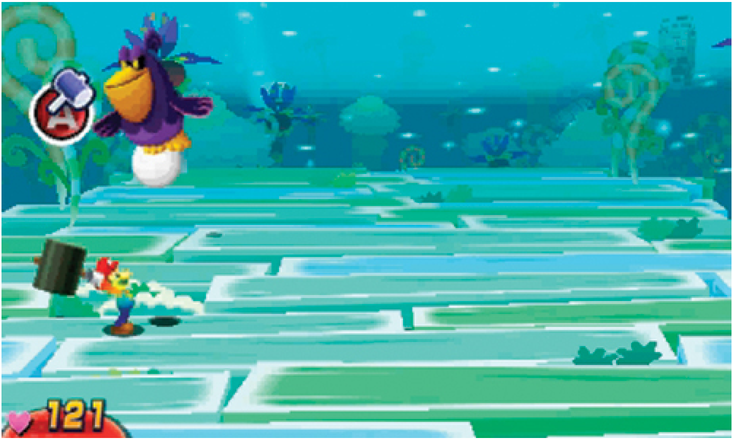
You stand a chance of encountering a Gold Beanie here. Initiate a battle and break out the Luiginary Attacks to inflict heavy damage on this elusive guy before he can escape. The Luiginary Wall is a powerful tool in your arsenal, ideal for defeating the Gold Beanie. But remember, you must successfully counter this guy, knocking him on his back to prevent him from running off. When he chases after Mario with a group of Green Beanies, pay attention to where the Gold Beanie is in the group. When he hides behind one of the Green Beanies and charges forward, jump on him to counter. If you fail to counter his attacks, he will eventually run away.

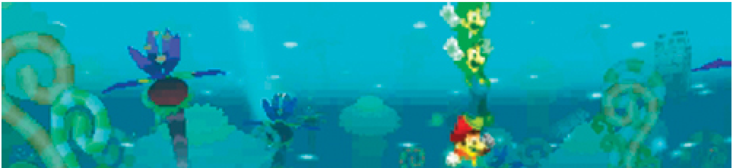




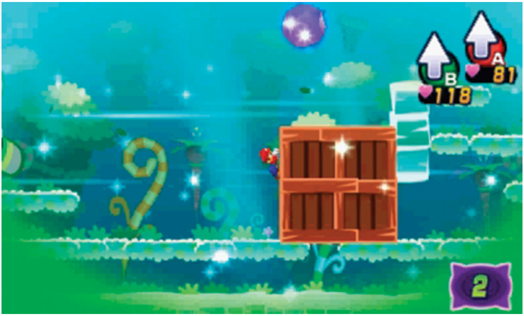
While advancing to the left you encounter a Spritzbloom on the upper platform. These flower-like enemies launch balls filled with noxious purple spores into the air—knock the balls back, by jumping, before they explode. Watch the shadows of these balls as they fly toward Mario to get underneath them. Then jump up while beneath the ball to knock it back in the direction of the Spritzbloom. When a Spritzbloom approaches Mario, jumping toward him and away from him, strike the Spritzbloom with your hammer, causing it to spew toxic spores back at its friends on the right. But if you miss, Mario will get a face full of toxic spores, inflicting moderate damage.

B

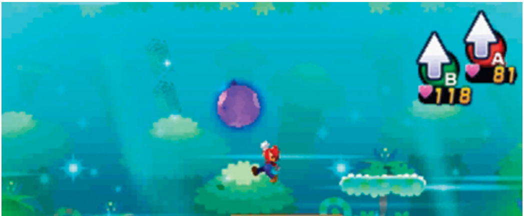




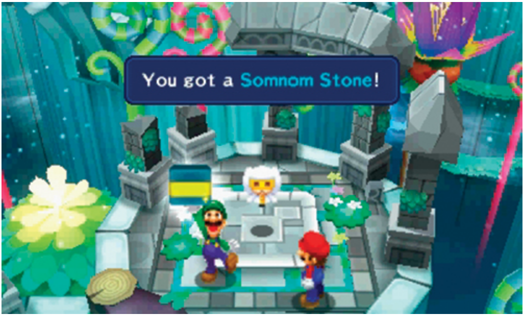
Be ready to do battle with some Pelicrumps here. These purple birds are best dispatched with Jump attacks. But be ready to counter their attacks too. When the flock takes off, pay attention to which Pelicrump is carrying a white egg in the background. Then as the Pelicrumps swoop down at Mario, only strike the one carrying the egg, using your hammer. In another common Pelicrump attack, they approach Mario carrying bombs. But usually only one Pelicrump moves within attack range of Mario—strike the nearby Pelicrump using your hammer and ignore the rest. Pelicrumps also have a habit of coughing up bombs before they're defeated. These bombs eventually detonate, damaging other Pelicrumps nearby. You can spot which Pelicrumps are carrying bombs when they open their mouths at different points during the battle; consider targeting these bomb-carrying Pelicrumps first.



Advance to the far left side of this room and use the Luiginary Propeller to kick up a strong wind. Next, push the nearby wooden crate to the right as far as it will go. Scale the left side of the crate to reach the top, then jump up to smash the first nightmare chunk.

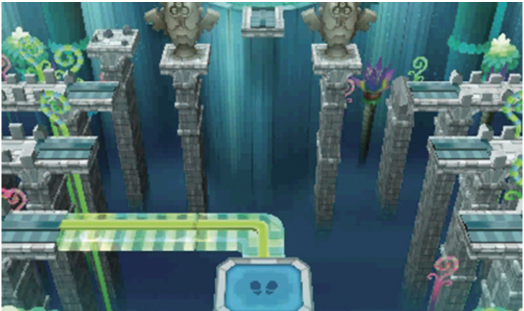


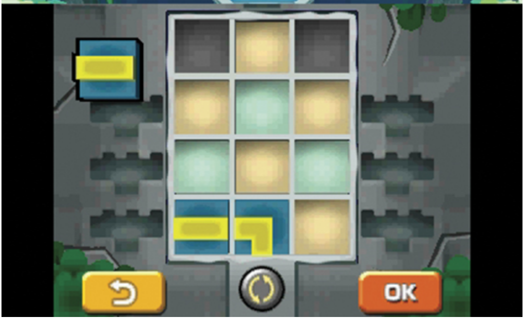
Now move to the right to locate the other wooden crate—this one is blocked by a cracked stone. Smash the stone using your hammer, then move to the left side of the crate, pushing it to the right as far as it will go. Scale the left side of the crate, then jump up to smash the last nightmare chunk, releasing another Pi'illo Master.



Back in the real world, the Pi'illo Master thanks Mario and Luigi before handing over another Somnom Stone. The Pi'illo Master also offers some extra information on the Zeekeeper. Apparently the Zeekeeper lived in these woods once. After saving Pi'illo Island from numerous calamities, he would always recover at the Pi'illo Temple. The Pi'illo Master is confident that the Zeekeeper will come to the island's rescue once more. After speaking with the Zeekeeper, backtrack to the east, returning to the tracks in area 9.

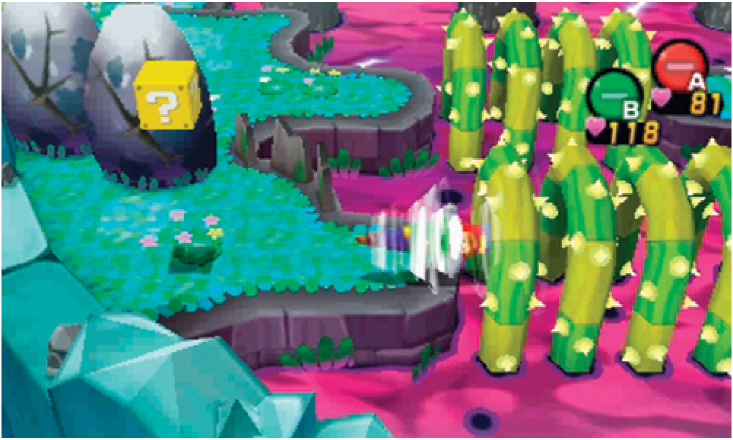
9 Central Plateau

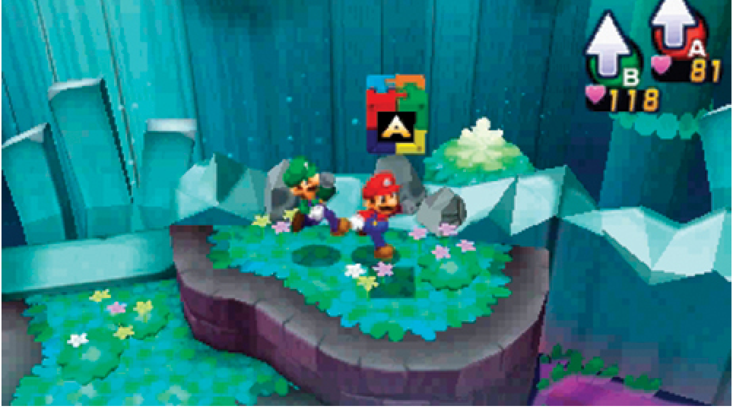




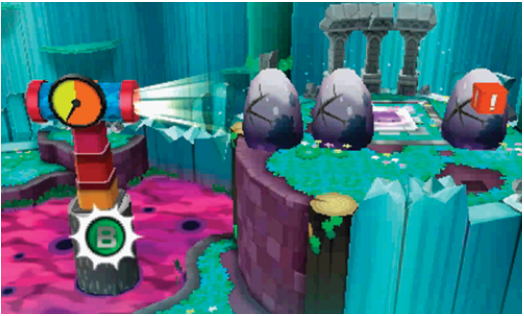
With three Somnom Stones in your possession, you now have access to three different pieces of track. However, you only need two to reach the next area to the southwest. Arrange the tracks in this configuration to reach area 12.

⑫ Southwest Junction





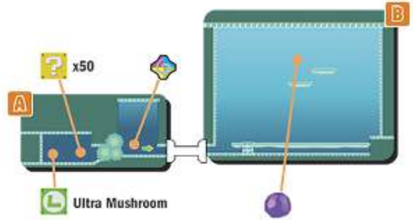
Battle the Eyepi'illos, Boomerang Bro, and Beehosses here to gain some EXP. Once the enemies have been defeated, Side Drill through the southern set of thorny vines to the west—a ? Block containing a Secret Box is on the other side. Next, smash the rock to the north and approach the east side of the pond. From here, Spin Jump to the island on the north side of the pond to obtain another Attack Piece.



Return to the east side of the pond and Side Drill to the east to enter a Stretch Pipe. Exit the Stretch Pipe at its middle elevation, launching Mario and Luigi into the modified Stretch Pipe to the east. Once in the modified Stretch Pipe, press Ⓑ to manually adjust the elevation until the pipe is level with the rocks to the east. Hold the pipe at this elevation until it launches Mario and Luigi, causing them to crash through the rocks.

After reaching this high plateau on the north side, strike the nearby Event Block to open a gate to the east—the Nommon on the northeast plateau has been guarding the nearby Nom Pi'illo. Approach the Nom Pi'illo and enter the dream world—it's time to save another Pi'illo Master.

Dream World (D)



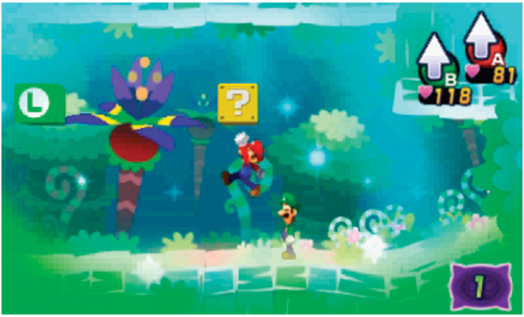
SUMMARY

Enemies: None

MAP LEGEND

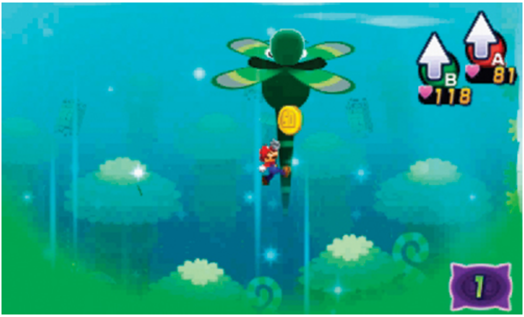
- A Dream World Location
- ? ? Block
- Shop
- M M Block
- L L Block
- Save Block
- ! Event Block
- A Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

A

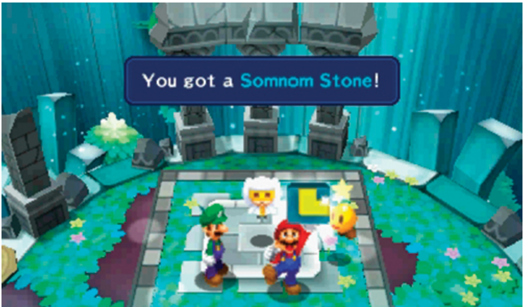


Before exiting to the right, explore the left side of this room—you can pass behind the foliage here to access a hidden area. Strike the ? Block to get coins and hit the L Block to obtain an Ultra Mushroom. Now you can exit to the right.

B



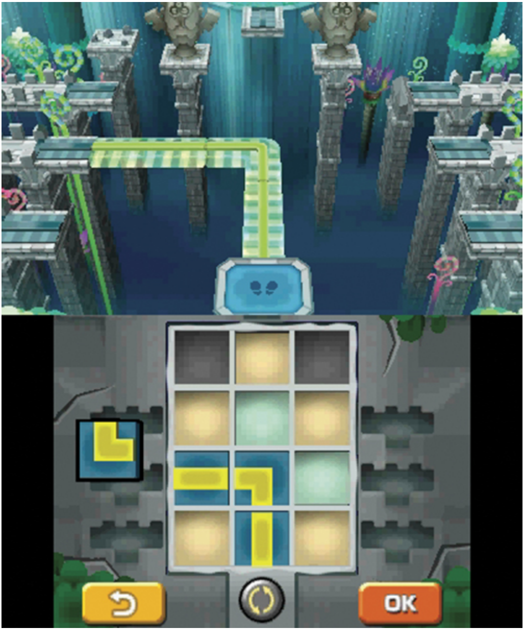
Here you must use the Luiginary Propeller to create an upward draft, launching Mario into the air. Move through the air, transitioning from one updraft to the next to gather the coins. Once you've collected all the coins, ascend to the high platform in the middle of the room to smash the nightmare chunk, releasing another Pi'illo Master.



You got a Somnom Stone!

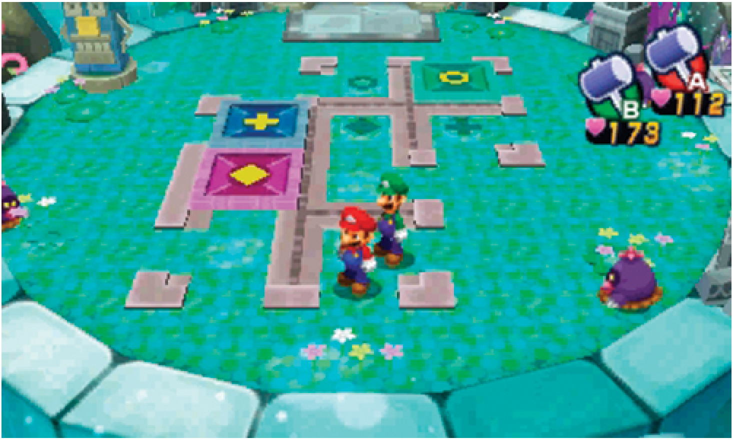
Upon returning to the real world, the Pi'illo Master thanks Mario and Luigi. Realizing the importance of their quest, the Pi'illo Master also hands over another Somnom Stone. The Pi'illo Master says the dream power in these woods dwarfs any other part of the world. This is why they built the Pi'illo Temple here—to magnify the dream current. The Pi'illo Master feels Mario and company will be able to find the Zeekeeper if they take the Ultibed to the Pi'illo Temple. After speaking to the Pi'illo Master, return to area 9 and prepare to lay some more tracks.

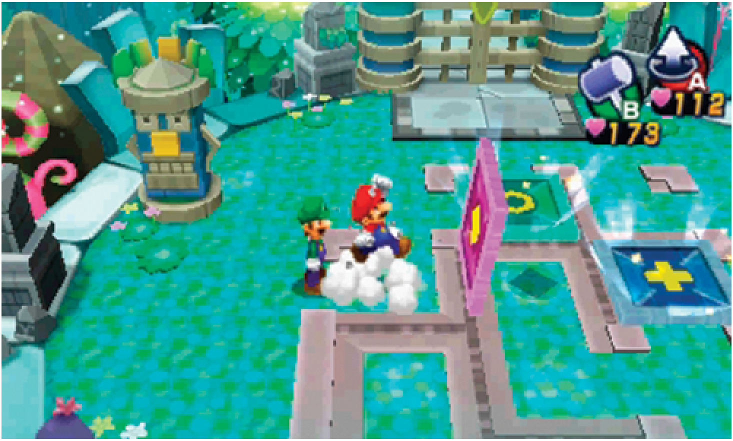
⑨ Central Plateau



Four Somnom Stones translates into four track pieces, allowing you to reach the eastern and western spans. Head for the western span first, using this track configuration to reach area 13.

⑬ West Junction

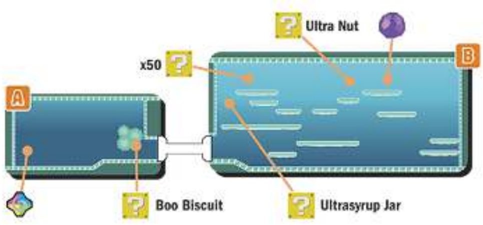




Beware of the Eyepi'illos here upon entering. Defeat the Eyepi'illos in battle, then head north to strike a Random Block and an M Block containing a Refreshing Herb. Next, head across the bridge to the west and engage a Nommon in conversation. The Nommon says a Nom Pi'illo is nearby, located behind the gate to the north. To open the gate you must solve a panel puzzle. This puzzle is rather complex, requiring you to flip and match the three colored panels to the corresponding symbols in the grass. Before going underground as Mole Mario, take a moment to plan the movement of these panels. Focus on the blue and green panels first, locking them into their correct positions. Finally, move the purple panel into place to open the gate to the north.

Cross the bridge to the north and approach the Nom Pi'illo. Enter the dream world again to rescue another Pi'illo Master.

Dream World (E)



SUMMARY

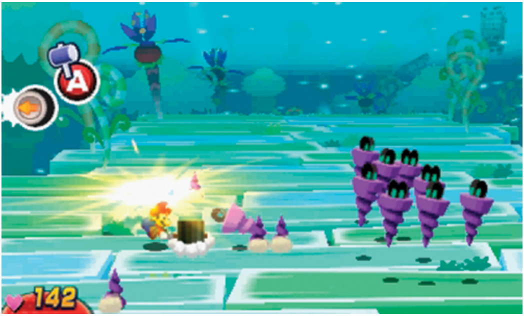
Enemies:

- Spritzbloom
- Skipdrill R
- Pelicrump
- Gold Beanie

MAP LEGEND

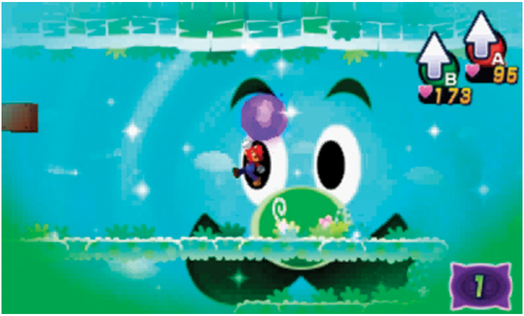
A Dream World Location	M Block	! Event Block	Portal
? Block	L Block	A Attack Piece	Red Coin Block
Shop	Save Block	Nightmare Chunk	

A

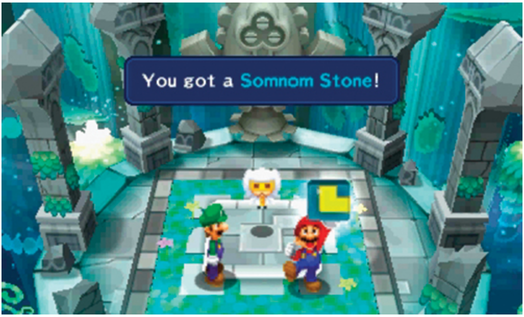


Only a few paces from the portal you encounter a Spritzbloom—defeat it in battle and then proceed to the right. There's a ? Block containing a Boo Biscuit hidden in the trees. But pay close attention to movement in the trees as well—there's a Skipdrill R waiting to ambush you here. The Skipdrill R performs just like a standard Skipdrill—these purple variants are just a bit tougher to defeat. Use the same hammer- and jump-based counters during their attacks phase, then finish them off with Jump or Luiginary Attacks. A Luiginary Wall might be overkill, but it will end the battle very quickly. Once you've won the battle, exit to the right.

B

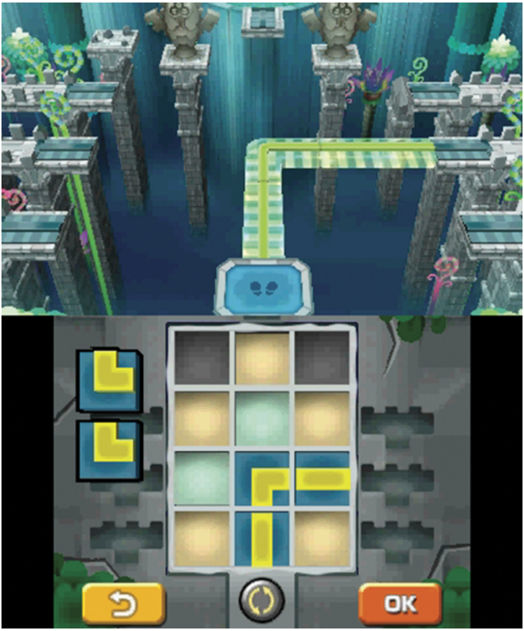


More dense foliage awaits in this large room, obscuring the Spritzblooms and Pelicrumps. Move slowly and try to initiate battles with these enemies before they strike. As soon as possible, use the Sneeze Wind to clear away all the leaves, revealing a series of platforms. This makes it easier to spot enemies, find ? Blocks, and navigate the platforms—you may even encounter a Gold Beanie here. After exploring this room thoroughly, approach the nightmare chunk and smash it to release another Pi'illo Master.


You got a Somnom Stone!

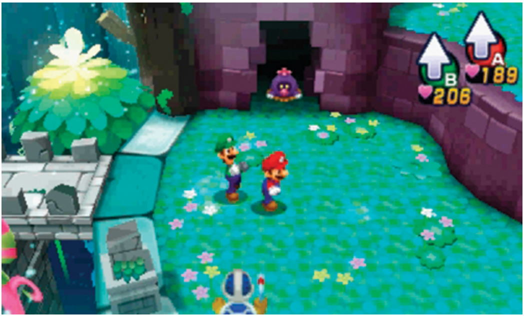
Upon the return to the real world, the Pi'illo Master thanks Mario and Luigi by handing over another Somnom Stone. This Pi'illo Master is surprised to hear of Antasma's strength. Apparently Antasma was nothing more than a tiny bat living on the island. But one day he consumed a Pi'illo's nightmare and developed a taste for dark dreams. Over time, the nightmares he consumed transformed him into the horror he is now. The Pi'illo Master pleads for Mario and Luigi to stop Antasma before he can carry out his vile ambitions. After speaking with the Pi'illo Master, return to area 9.

⑨ Central Plateau



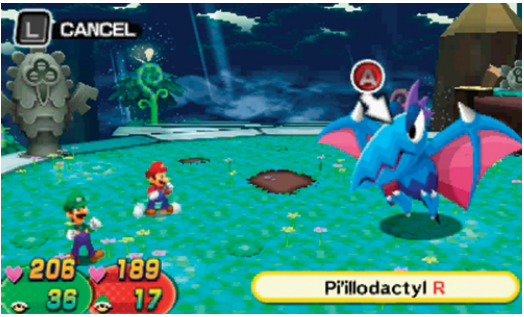
You now have five out of the six Somnom Stones, giving you a total of five track pieces to work with. Next, configure the tracks like this to reach the tracks on the east side.

⑭ East Junction



Defeat the Boomerang Bro, Eyepi'illo, and Beehoss enemies in this area to boost your EXP. Once you've cleared out the enemies here, take note of the different color blocks in the walls here—these can be smashed with your hammer to reveal three Nommons. However, these Nommons don't have much to offer when it comes to conversation. When you're finished exploring here, exit to the east, returning to area 11.

Caution

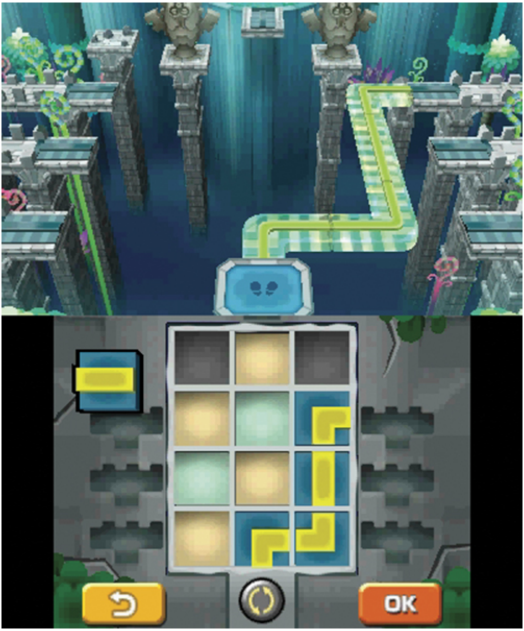


During your battles in Somnom Woods you have the chance of encountering a Pi'illodactyl R appearing in the background. Upon this creature's first appearance, toss a Taunt Ball at it to bring it to the foreground so you can attack it. With the exception of greater durability and damage potential, this enemy performs just like the standard Pi'illodactyl found in Mount Pajamaja. Don't fool around—use your Bros. Attacks to defeat the Pi'illodactyl R before he can toast Mario and Luigi with his fiery attacks. Luigi's Slingsniper is ideal for inflicting heavy damage against this dangerous foe.

⑪ Ding-a-ring (North)

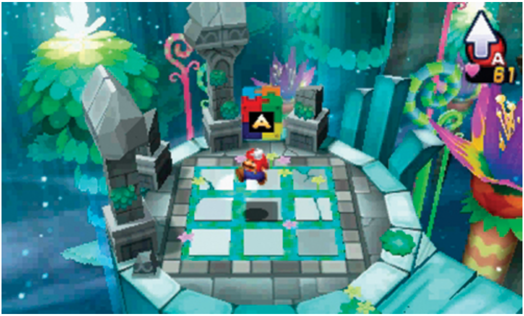
You're now on the northern half of area 11. Here you can obtain a 1-Up Deluxe from a ? Block as well as battle another Beehoss for EXP. There's nothing else here to do, so backtrack all the way to area 9.

9 Central Plateau

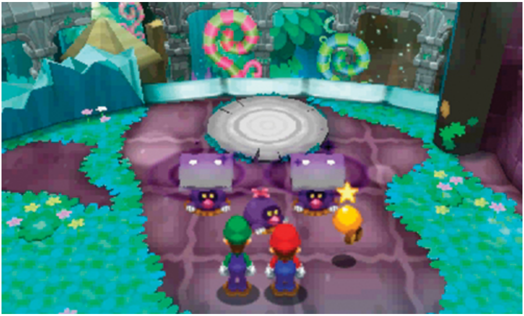


Now it's time to explore the area to the northeast. Assemble the track pieces in this configuration, then board the stone platform to reach area 15.

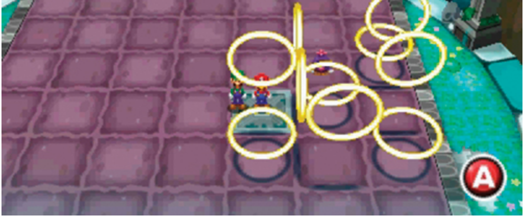
⑮ Northeast Junction



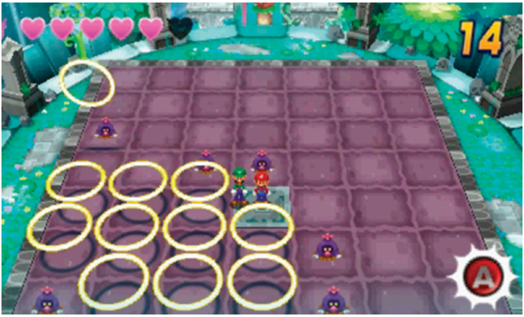
Take some time to clear out the enemies in this area, then approach the small gate to the north—pass under the gate as Mini-Mario and retrieve the Attack Piece located in the northwest corner.



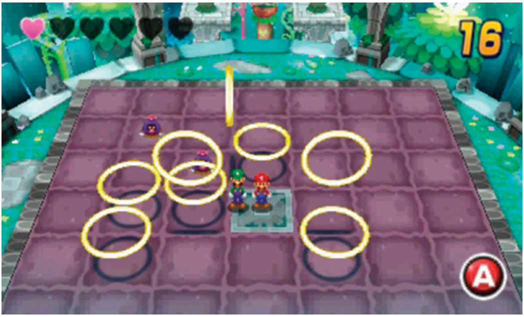
Climb to the large platform on the north side and speak with three Nommons. These Nommons don't have any Nom Pi'illos… but they have two regular pillows. At first, they're unwilling to part with these pillows. But if you win another game of Ding-a-ring, you can have them. If you want to rescue these Pi'illos (J and K), you must win a challenging round of Ding-a-ring. Agree to play.



These rounds of Ding-a-ring are a bit more challenging than the previous once you played in area 11, but the same rules apply—you must clear three rounds to win. But this time you have six chances to fail, indicated by the six heart icons in the top left. To clear this play field, avoid contact with the tile occupied by a Nommon—hitting one of these creatures brings the challenge to an end. Follow this path to pass through all the Ball Rings: east, west, south, east, south, east, north, north, north.



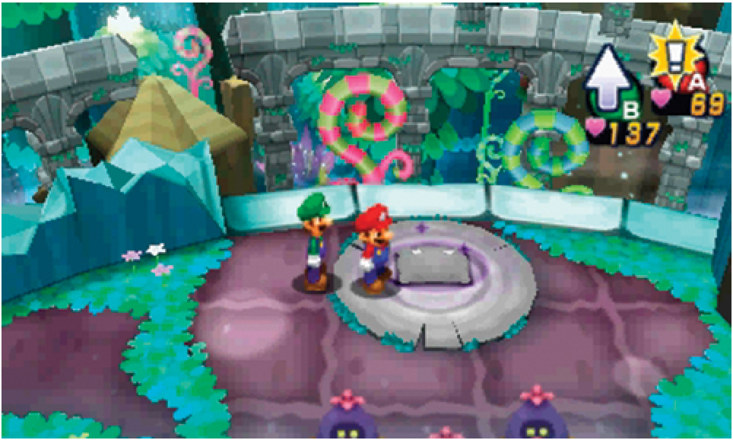
This configuration of Ball Rings is really tricky. But if you follow this path, you'll clear it with ease, and with a couple of seconds to spare: west, south, east, south, west, west, north, west, north, east, north, west, north.

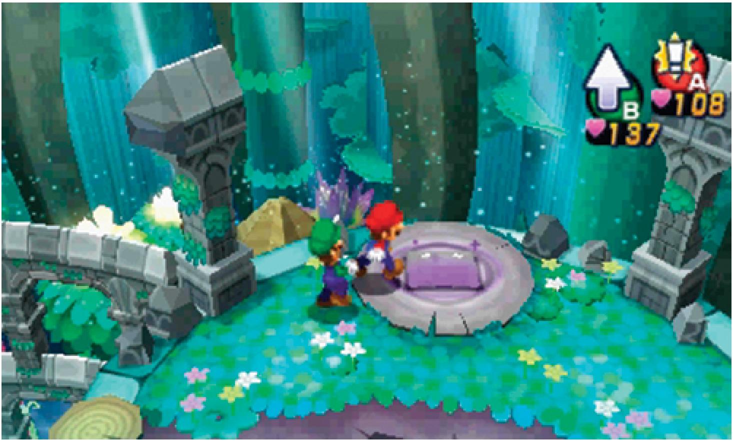


This setup may look simple, but the placement of the two Nommons on the play field makes it a bit tricky. Follow this path to make it through: east, south, south, west, west, west, north, north, east, south, east, north, north, west.

Note

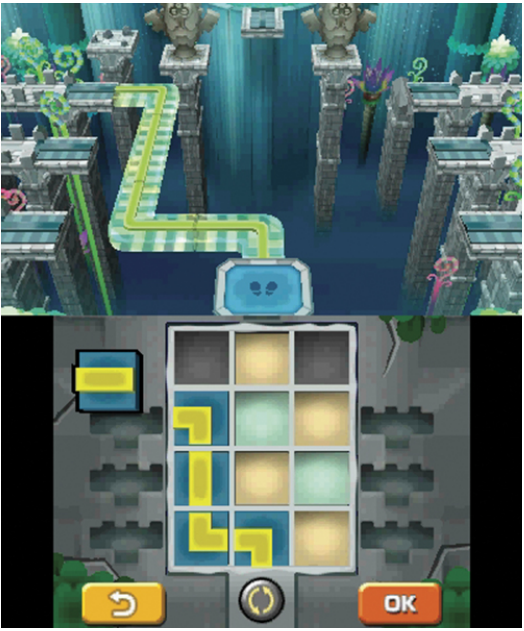
As in the previous game of Ding-a-ring, the Ball Ring configurations are randomly selected from predetermined play fields. If you encounter different play fields than the ones shown here, remember to focus on the shadows of the Ball Rings when planning your moves. Sometimes it helps to work backward, determining which ring must be passed through last and from which direction.





After successfully completing three rounds of Ding-a-ring, the Nommons agree to turn over the pillows in their possession, tossing one to the north and another to the high platform to the northwest. Approach the pillow to the north first to rescue another Pi'illo (J). Afterward, ascend the platform to the northwest (using Ball Hops) to rescue the other Pi'illo (K). After rescuing both Pi'illos, head back to area 9.

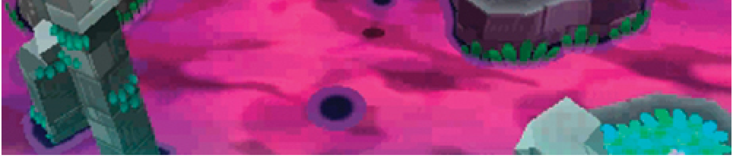
⑨ Central Plateau

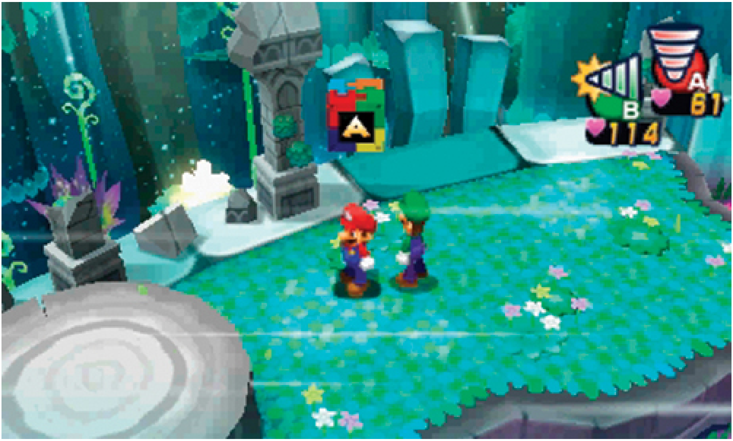


You still only have five of the six Somnom Stones, meaning one more Pi'illo Master is out there waiting to be rescued. Assemble the tracks in this configuration, charting a course for the northwest area.

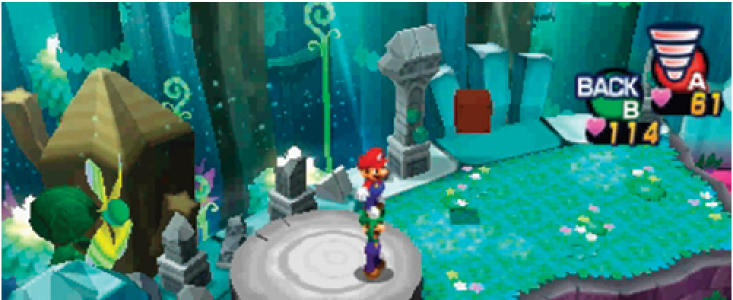
⑯ Northwest Junction

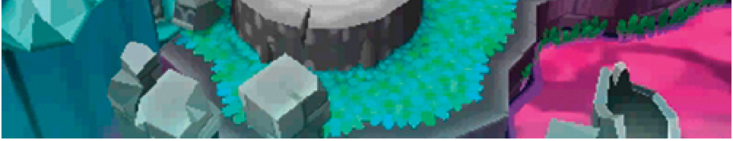
BACK
B
114
A
61

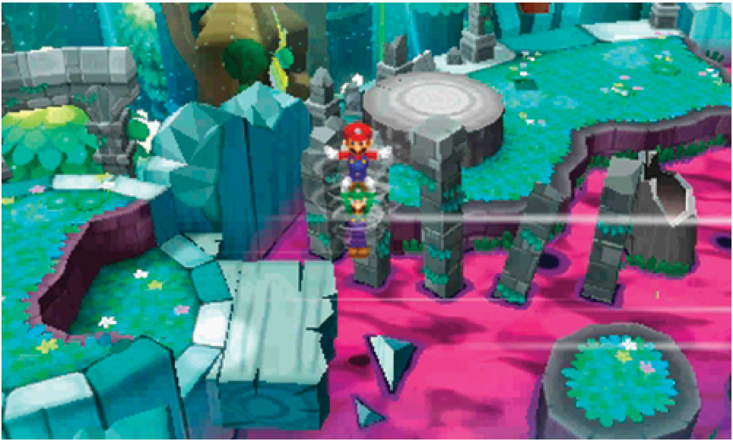




Advance along the south side of the pond and clear out enemies along the way—Mario and Luigi spot another Nom Pi'illo to the west. But this Nom Pi'illo is soon carried to the west by a Nommon. Cross the pond, heading north, then east, standing on a stump near the center. Wait for the wind to die down, then Spin Jump to the east. From the eastern island, Spin Jump to the north, waiting until the wind dies down. From the northeast corner, Side Drill through the rock to the west to reach the northwest island where you can obtain another Attack Piece.

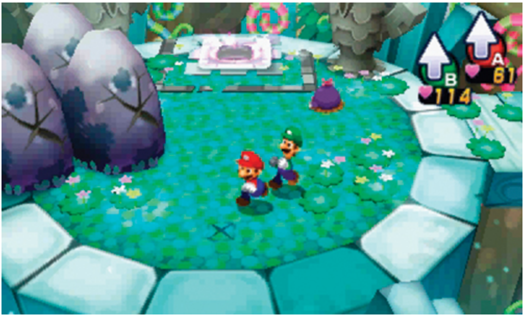






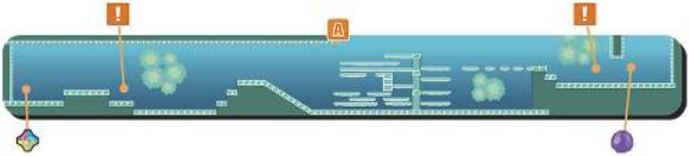
Next, jump onto the large stump, just west of where you grabbed the Attack Piece. Get ready to perform a Spin Jump, but wait until the wind starts blowing. When the wind starts, initiate the Spin Jump and let the air current carry Mario and Luigi to the east. A second air current takes them to the south before a third air current blows them to the west, landing them on the distant platform. You can now chase after that Nommon carrying the last Nom Pi'illo—exit to the west.

⑰ Cave Entrance



Here you encounter the Nommon who was carrying the Nom Pi'illo back in area 16. There are also three massive rocks concealing a cave entrance to the west, but focus on the Nom Pi'illo first—enter the dream world to rescue the last of the Pi'illo Masters!

Dream World (F)



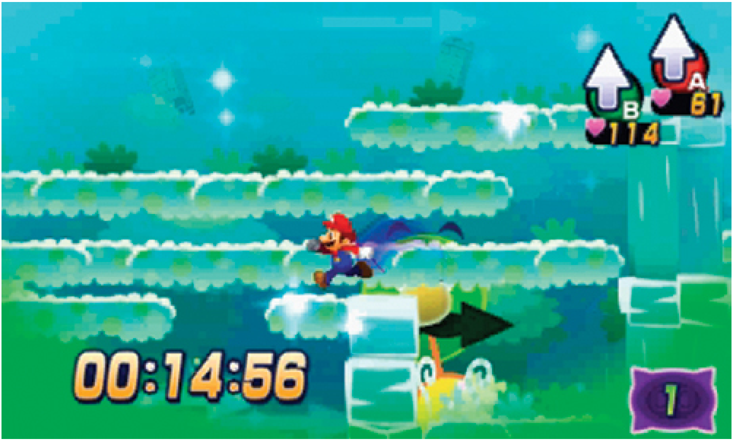
SUMMARY

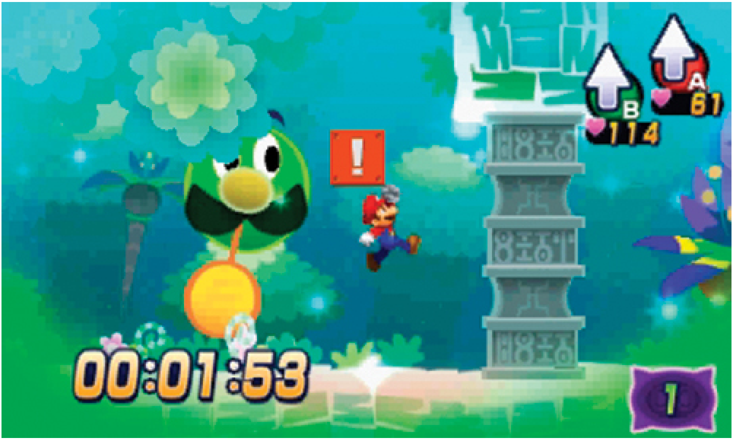
Enemies: None

MAP LEGEND

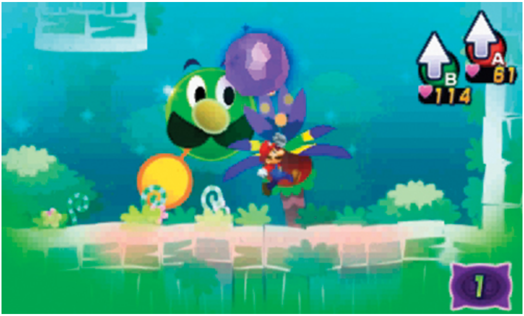
- Dream World Location
- ? Block
- Shop
- M Block
- L Block
- Save Block
- Event Block
- Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

A





Here you must use the Luiginary Speedometer to make it through this obstacle course within 21 seconds. Start the timer by striking the nearby Event Block. Increase Mario's speed to make it through the platforms in the first half of the course. But as you approach the small platforms on the right side, slow down Mario's speed to normal to maintain greater control and precision out of these jumps.

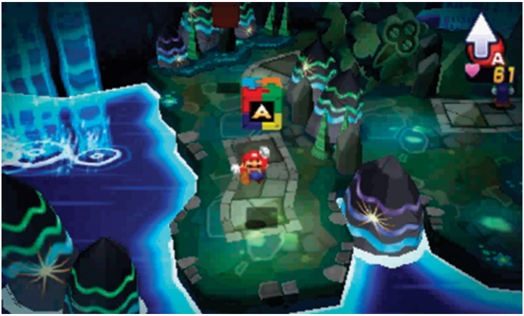


Once you make it across the last of the platforms, race toward the Event Block on the right side to stop the timer. This opens a nearby gate, giving you access to the nightmare chunk—break it to set the sixth and final Pi'illo Master free.

You got a Somnom Stone!

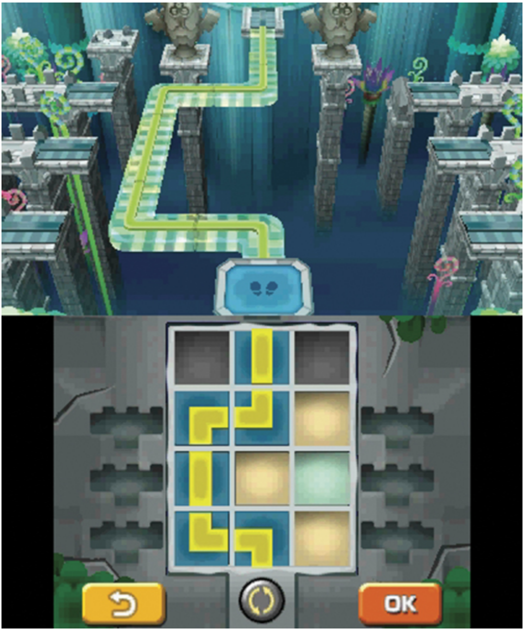
The Pi’illo Master joins Mario and Luigi in the real world, relieved to be free from the confines of the nightmare chunk—he senses the other Pi’illo Masters are free as well. To thank them for their help, the Pi’illo Master hands over the final Somnom Stone. With all of the keys, the path to the Pi’illo Temple is now open. But before heading back to area 9, break the stones to the west and enter the cave beyond.

⑱ Somnom Cave

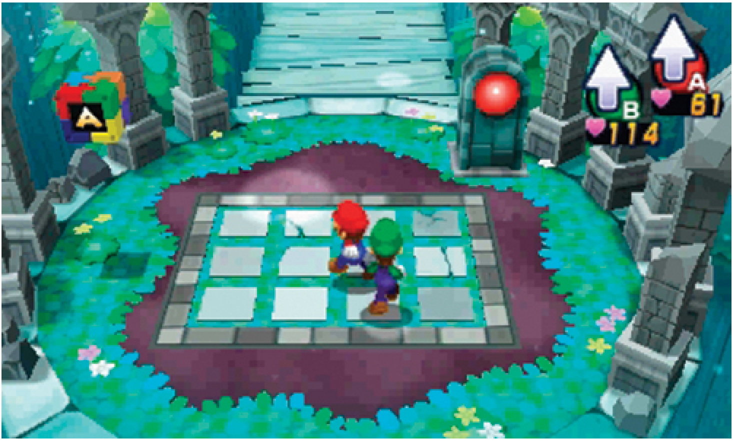


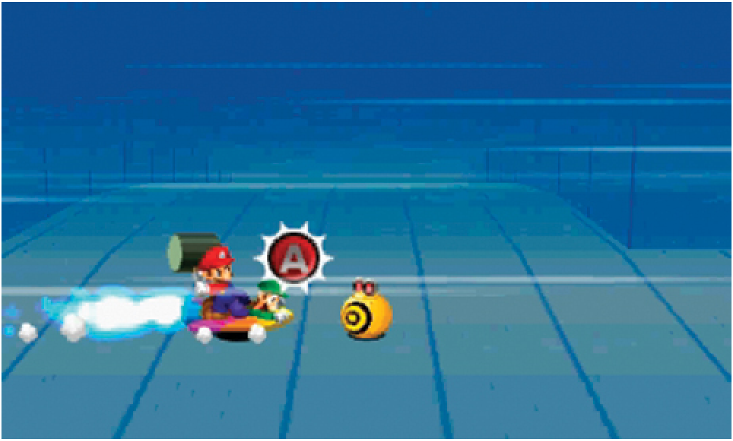
Move to the far west side of this cave and pass through the small gate there as Mini-Mario—collect the Attack Piece waiting on the other side, along with several coins in a ? Block. Return to the cave’s entrance, gathering a Max Mushroom (from the ? Block) and Defense Bean along the way. Backtrack all the way to area 9.

⑨ Central Plateau

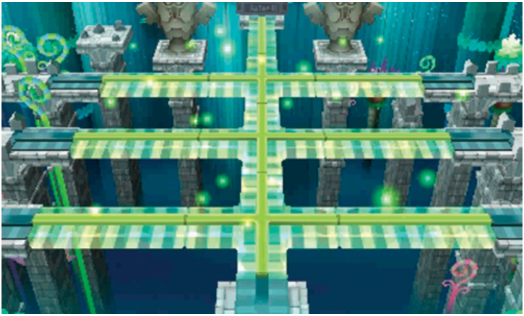


You now have all the Somnom Stones, unlocking all six track pieces necessary to reach the Pi'illo Temple. Configure the tracks like this, then board the stone platform, riding it to the north side.



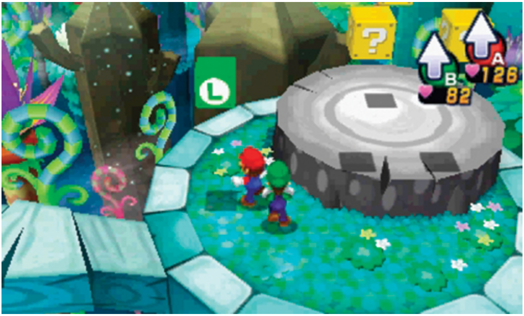


After crossing to the north side, collect the tenth and final Attack Piece to learn a new Bros. Attack—Mario's Jet-Board Bash. Take a moment to practice this new attack before deploying it in battle. During this attack, Mario and Luigi ride on a skateboard-like device called a Jet Board—hold down Ⓑ to pick up speed. When the Jet Board reaches top speed, press Ⓐ at the right time to trigger Mario's hammer attack—press Ⓐ just before reaching the targeted enemy to inflict optimal damage. The Jet-Board Bash is a great way to inflict damage on a single enemy. But it takes a bit of practice to master, so take your time in the practice sessions until you can score several back-to-back Excellent hits.



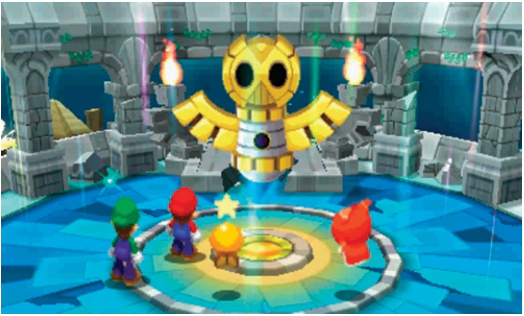
After acquiring the last Attack Piece, strike the red switch nearby with your hammer. This triggers the appearance of all missing track pieces to the south, making it easier to travel to the flanking areas on the east and west. Next time you board the stone platform, use the Circle Pad to choose which track to take. But for now, head to the north.

⑲ North Temple Path



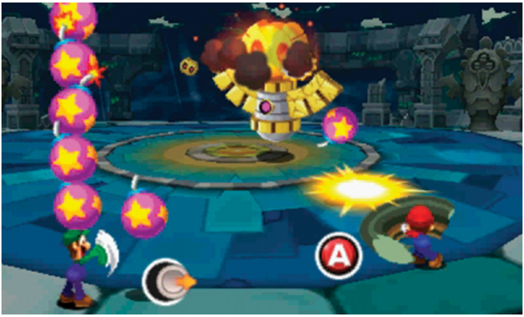
Fight your way past the Beehoss and Eyepi'illo here before striking the Random Block to the east. Continue north to defeat a Boomerang Bro, then search the northeast corner for some coins, Snare Wear, and Ultra Candy, Next, head to the northwest corner to find six beans—two Bros. Beans, two Defense Beans, and two Power Beans. Once you've finished looting this area, board the lift to the north to access the Pi'illo Temple.

⑳ Pi'illo Temple

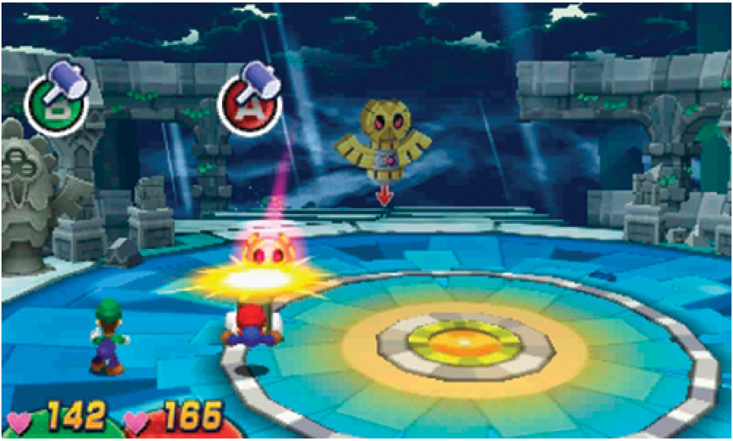


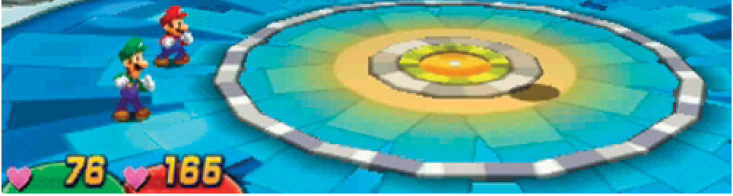
Consider saving your game at the Save Block soon after exiting the lift—now's a great time to replenish your HP and BP too. After saving your game, head north to enter the Pi'illo Temple. Dreambert appears and points out the powerful aura emanating from the center. This will serve as a gate to the Zeekeeper. But there's a gold object in the center preventing them from putting down the Ultibed—whack it with your hammer. The hammer causes the gold object to descend into the floor, but then the whole temple begins to rumble. Suddenly, a gold-colored guardian appears in the background—Dreambert addresses him as Pi'illodium. Pi'illodium is a defense weapon created during the Pi'illo Kingdom era—and apparently there's no way to deactivate it. Prepare for battle!

Pi'illodium Battle

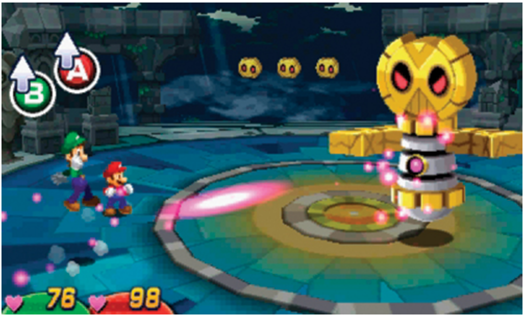


Pi'illodium is the toughest boss you've encountered up to this point, so don't fool around. Waste no time dishing out as much damage as possible using Bros. Attacks. However, since Pi'illodium floats in the air, ground-based attacks (and Hammer attacks) aren't effective. Mario's Bomb Derby and Luigi's Slingsniper are your best bets.

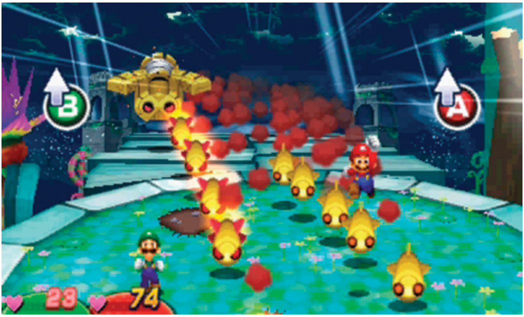




When it’s Pi’illodium’s turn to attack, be ready to knock back the Mini Pi’illoids he knocks toward Mario and Luigi from the background—hit back the Mini Pi’illoids with your hammer. Hammer counters are also important when Pi’illodium turns into a giant hammer. Pay attention to the numerical countdown, accompanied by beeping sounds. As Pi’illodium exits the screen, continue counting down and prepare to counter with your hammer before you’re smashed—if struck by Pi’illodium’s hammer attack, there’s a good chance Mario or Luigi will become dizzy, losing one of their turns.

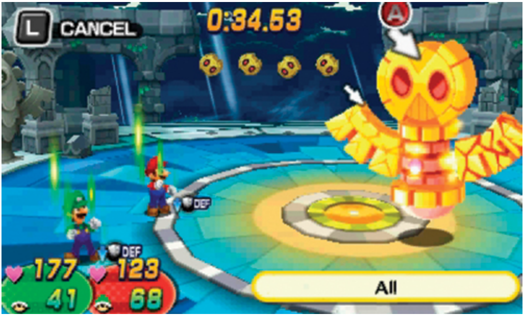


Pi’illodium also performs a laser attack, shooting beams from the red jewel in his torso. But before firing, he telegraphs his shots with his eyes—look for the circles of pink light appearing near Mario and Luigi’s feet. These circles indicate where each shot will hit, and in what order. Memorize the order and location of the attack, then get ready to jump to avoid the incoming lasers.

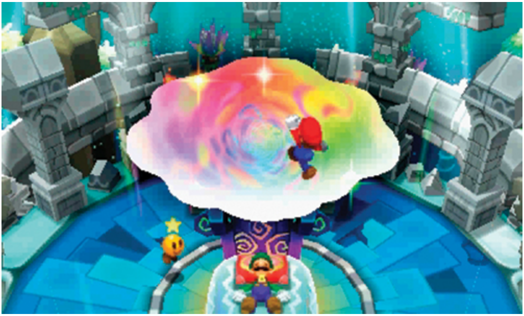


When Pi’illodium takes flight and chases after Mario and Luigi, get ready to jump out of the way as he launches a salvo of explosive Mini Pi’illoids in their direction. If you evade the salvo, be ready to jump again as Pi’illodium comes flying at Mario or

Luigi—jump on top of Pi’illodium as he approaches to inflict moderate damage.

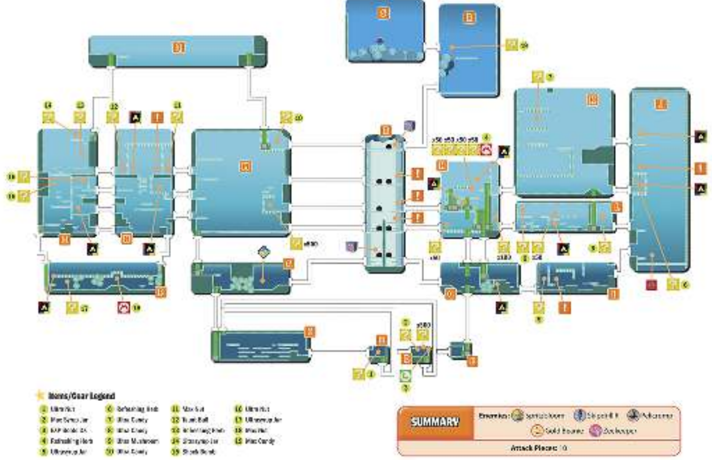


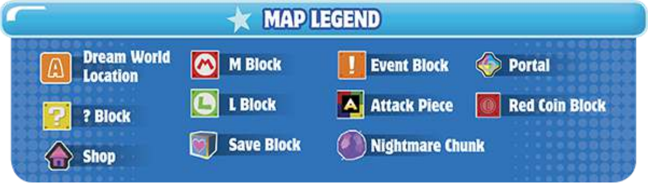
When Pi’illodium’s HP reaches a critical state, he enters self-destruct mode, giving you 40 seconds to finish him off. Continue hammering him with Bros. Attacks until he’s defeated. This earns you 600 coins, Anti-air Boots DX, and plenty of EXP.



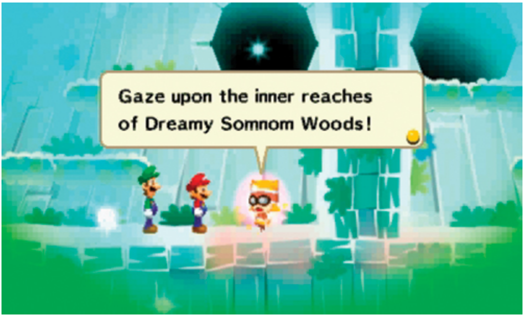
With Pi’illodium out of the way, the Ultibed can be placed at the center of the Pi’illo Temple where the dream aura is strongest. It’s time to enter the dream world and find the Zeekeeper. As Luigi settles in and falls asleep on the Ultibed, a dream portal opens, prompting Mario to leap into the dream world.

Dreamy Somnom Woods (G)





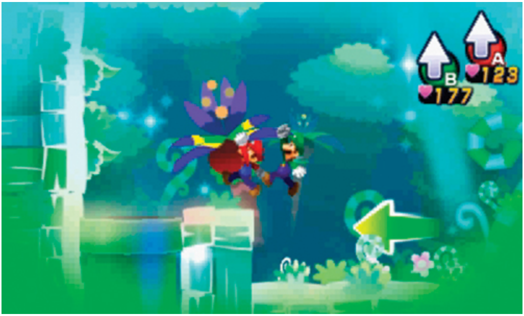
B



Gaze upon the inner reaches of Dreamy Somnom Woods!

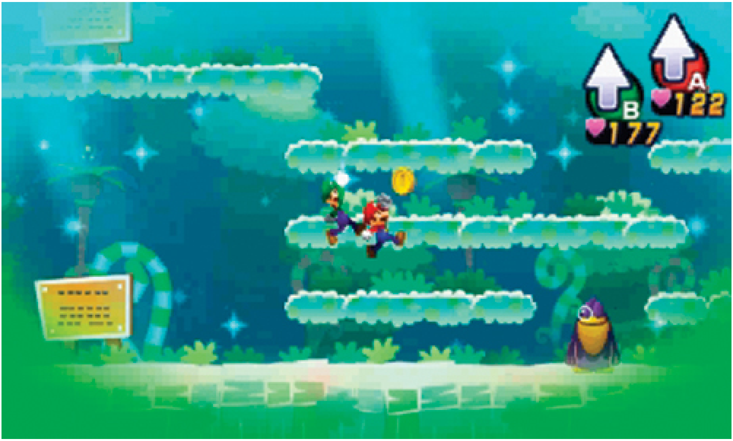
Upon arriving in the dream world in area A, Mario and Dreamy Luigi spot Bedsmith and automatically follow him into area B. Here Bedsmith introduces Mario and Dreamy Luigi to Dreamy Somnom Woods. According to Bedsmith, the Zeekeeper is located atop this massive tree. But climbing the tree won't be easy—it's very tall. Bedsmith warns that in Somnom Woods, dead ends may not be dead ends, and hidden paths abound. The doorways in the tree won't do you much good now, so backtrack to area A and look for another path.

A



Pass through the thick foliage to the left of the dream portal to enter a hidden chamber. Enter the green pipe on the far left to reach area C.

C

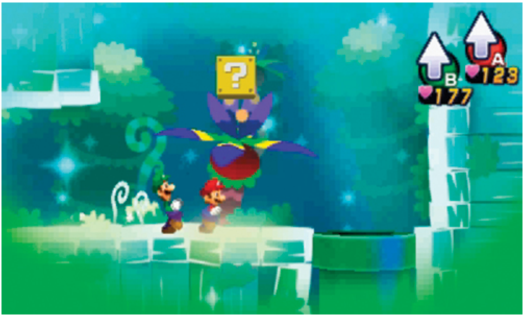


This area is very tricky, so pay close attention to your movements—a couple of signs here offer some hints on how to solve this puzzle. During your advancement through this area you must constantly face to the right. You can stop, but don't turn back to the left for any reason. The trick to getting through this area, and reaching area F, is to follow the path of the coins. Grab all four coins during your advance through this area while avoiding contact with the three Pelicrumps—this will take you to area F. If you fail to heed the rules in area C, you'll end up in areas D or E—which isn't necessarily a bad thing.

Tip

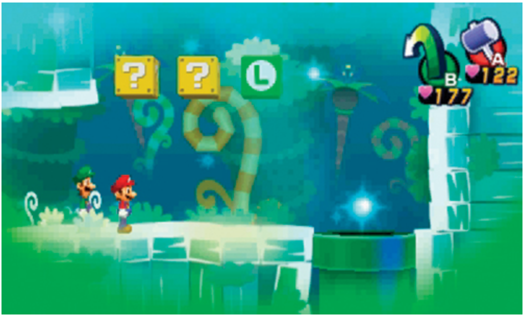
The repetitive nature of area C can be frustrating, but there's also a great opportunity here for gaining EXP. If you don't heed to directions posted on the signs in area C, you can keep coming back and fighting the Pelicrumps again and again, earning more EXP at the conclusion of each battle.

D



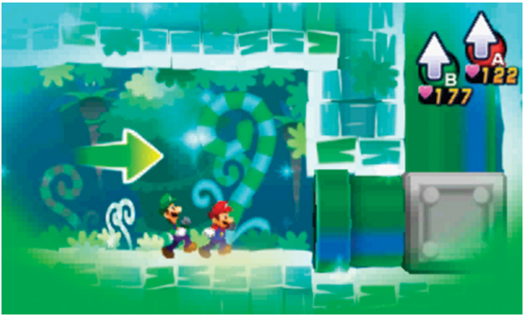
If you failed to heed any of the advice in area C, you end up in this room. The ? Block contains an Ultra Nut, and the green pipe takes you right back to the left side of area C, forcing you to try again. This time avoid the coins and defeat all the Pelicrumps to reach area E.

E



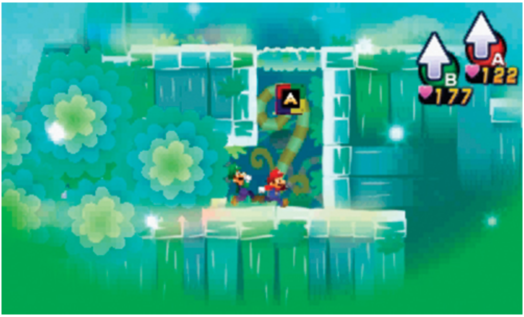
If you defeated all the Pelicrumps in area C and avoided touching any of the coins, you come to this room. Retrieve a Max Syrup Jar, coins, and EXP Boots DX from the ? Blocks and L Block. But the pipe here also leads back to the start of area C—get ready to try again. This time, collect the coins and avoid the Pelicrumps to reach area F.

F



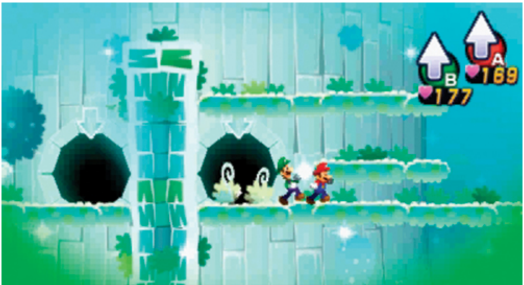
Successfully collecting all four coins in area C without engaging the Pelicrumps leads you to this small room. Enter the green pipe on the right to access area G.

G



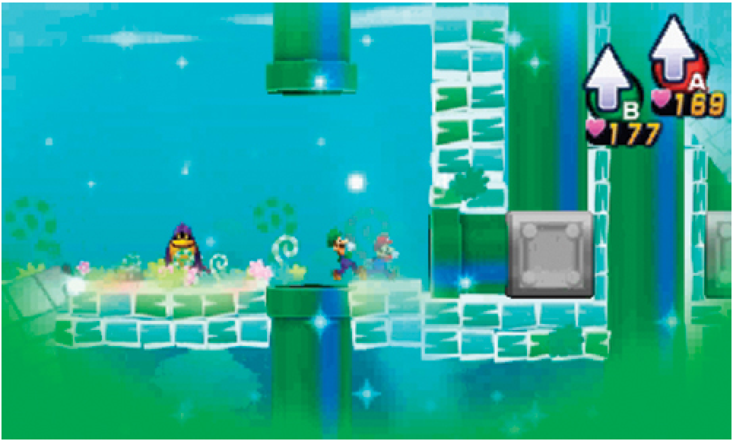
Upon emerging from the pipe here, move through the dense foliage to the right to collect the first Attack Piece. But you can't advance any further to the right, so head left, battling a Spritzbloom along the way. Exit on the left side to return to area B.

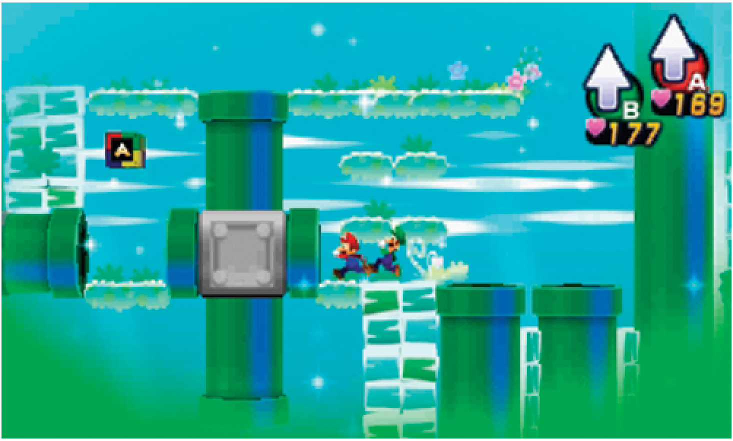
B



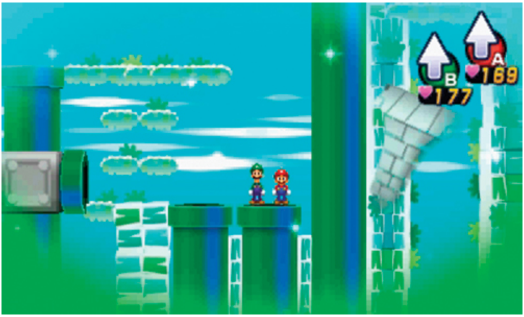
Enter the doorway on the right side of the tree to reach the platform above, then exit on the right side to enter area H.

H



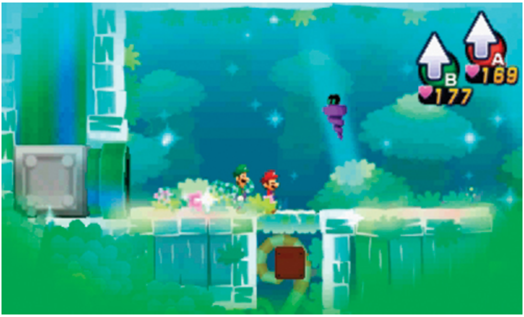


There are a lot of pipes in this area connecting to various adjacent areas. Enter the green pipe straight ahead first. After emerging from the first pipe, enter the pipe on the immediate left to collect another Attack Piece. After obtaining the Attack Piece, enter the pipe on the left to access the platform above—here you can strike several ? Blocks and an M Block to obtain coins and a Refreshing Herb.



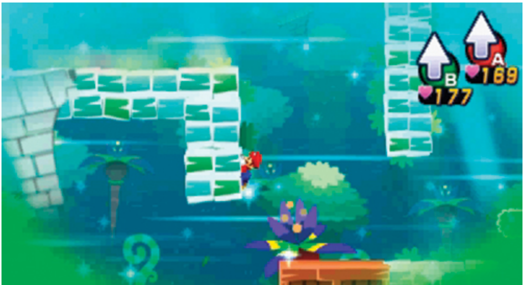
After striking these blocks, step off the right side of the platform and enter the green pipe on the far right to return to area G.

G

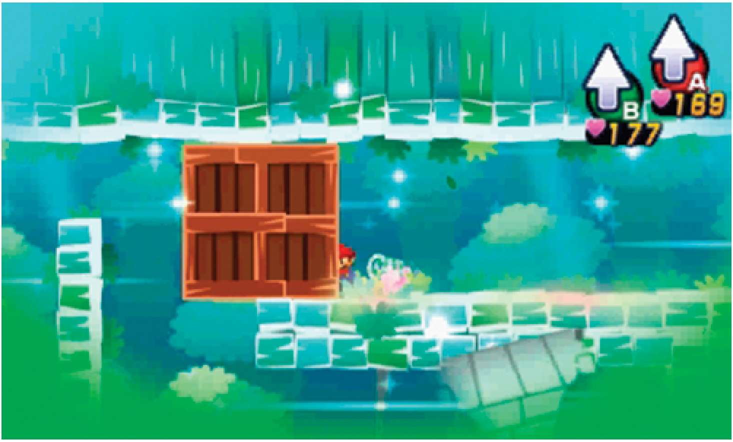


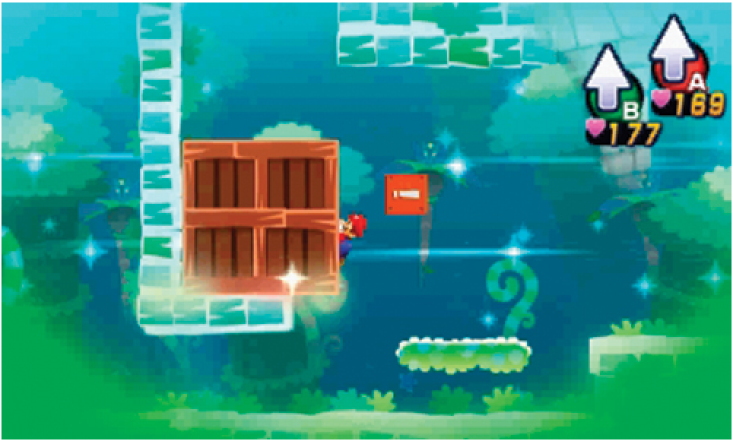
You can now access the right side of area G, arriving just above the spot where you collected the first Attack Piece. Beware of the Skipdrill R here—defeat it in battle, then exit on the right side.

I



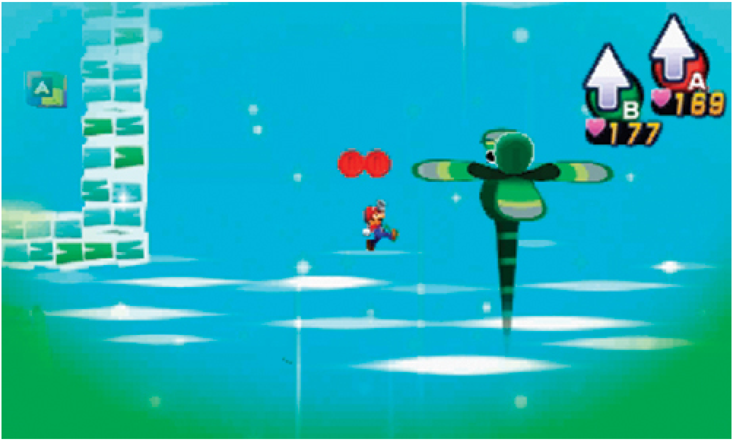
Use the Luiginary Propeller here to kick up a stiff breeze, allowing Mario to scale walls. After initiating the Luiginary Propeller, push the nearby wooden crate off the ledge to the left. Next, use the crate as a step to reach the wall on the left so you can scale it.

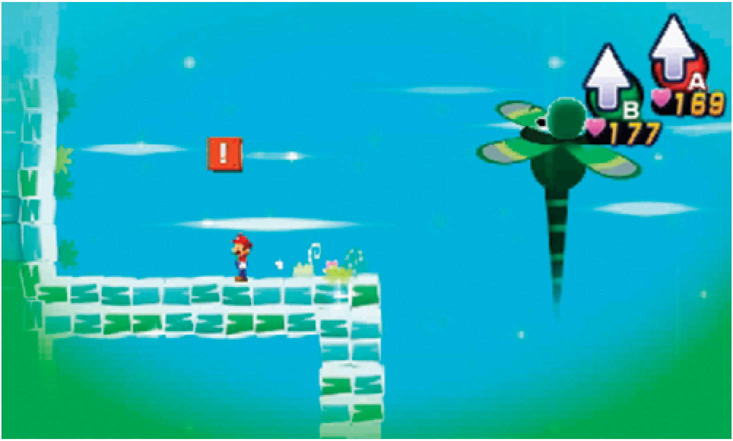




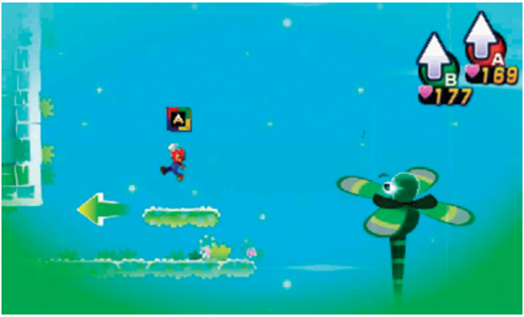
After scaling the wall, push another crate off the next ledge, shoving it all the way to the left. Once the crate is in place on the left side of an Event Block, jump up and scale the right side of the crate—strike the Event Block to create a set of steps on the far right, near the Propellers, allowing you to exit.

J



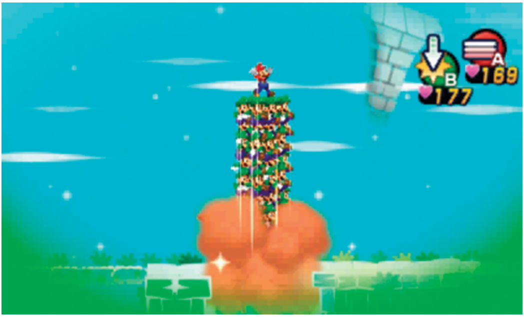


Strike the Red Coin Block here, then use the vertical air currents created by the Luiginary Propellers to collect all eight of the Red Coins. Go straight up to collect the first two Red Coins, then veer to the left to gather Red Coins three and four. Return to the center and continue the climb upward to obtain Red Coins five and six, then veer to the right to collect Red Coins seven and eight. Collecting all eight Red Coins causes an Event Block to appear on a ledge to the left. While still airborne, work your way to the left side of the room and strike the Event Block. This raises a platform directly beneath the Attack Piece above, allowing you to reach it.



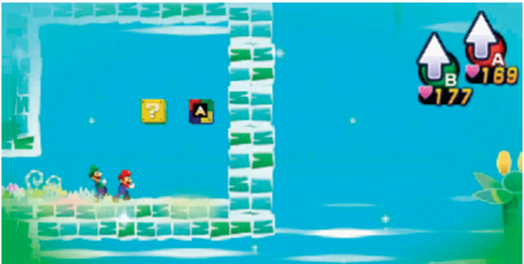
Jump back into the center of the room and use the air currents to reach the top ledge on the left. Here you can collect the next Attack Piece. Next, enter the passage on the left.

K



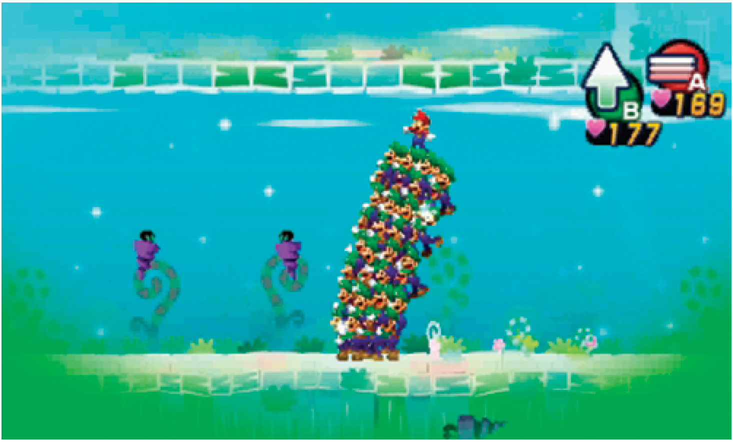
Form a Luiginary Stack here and Ground Pound through the first wooden crate you encounter to reach the lower level of this room. At the bottom, use the Stack to run over a Skipdrill R, then move to the right side for a short detour back into area J.

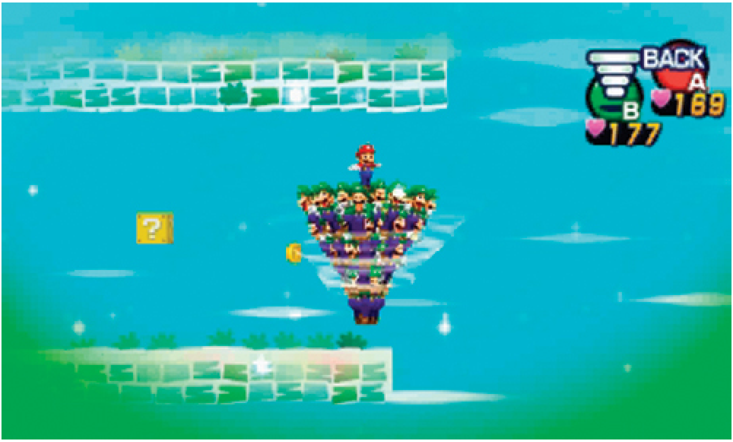
J



By exiting through the bottom-right corner in area K, you can enter this enclosed alcove in area J to obtain another Attack Piece. The nearby ? Block contains a Refreshing Herb. Once you've collected these items, return to area K.

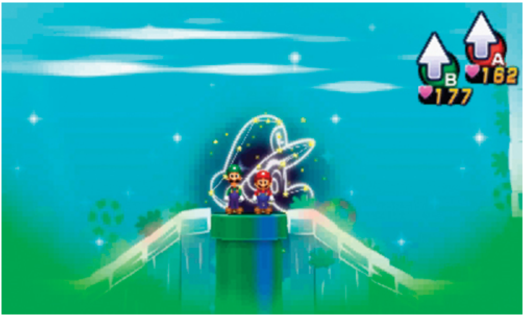
K





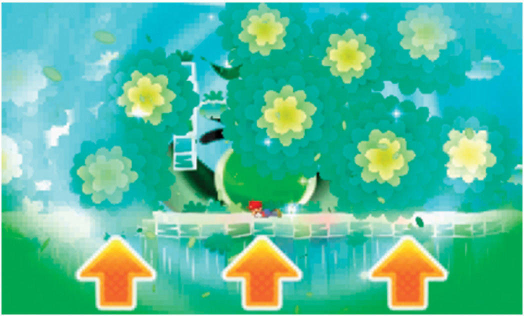
Use the Luiginary Stack to continue exploring this area, running over Skipdrill Rs along the way. There are several coins in the upper-right section of this room—use a Spring Jump to access this area. But you'll need greater finesse to access some of the ledges here, so form a Luiginary Cone and Hover Spin into these tighter spaces—there's a ? Block here containing

Ultra Candy.

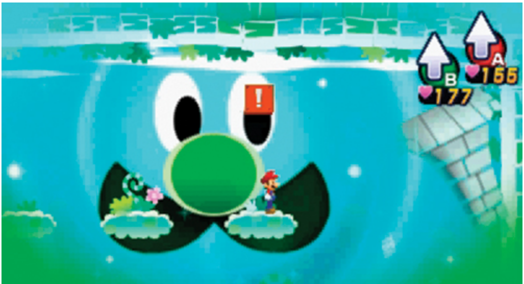


When you’re finished exploring and looting, return to the bottom level and exit through the green pipe in the floor.

L

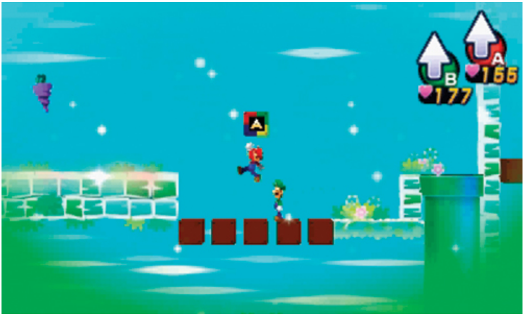


This area is covered in dense foliage—watch out for the enemies hiding here. Work your way to the center of the room and use a Sneeze Wind to clear away the foliage. This makes it much easier to spot the enemies and terrain here. Once you can see it, jump up to obtain the Attack Piece here.



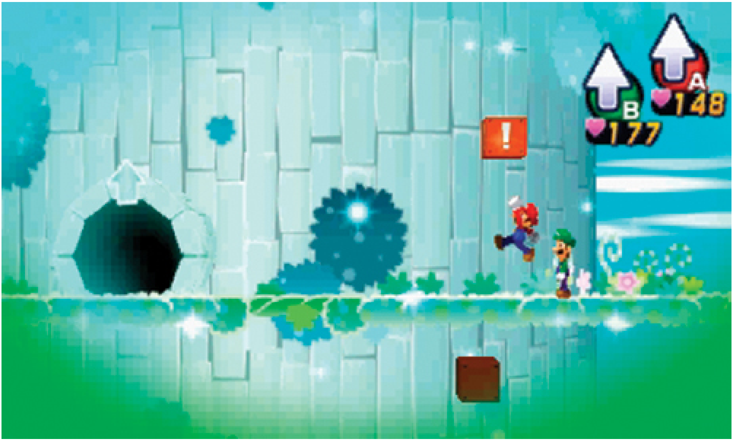
Ascend to the upper-right corner to strike an Event Block—this extends some branches on the left side, allowing you to reach the exit leading back to area G. On the way to the left, engage more enemies and strike a couple of ? Blocks—one contains an Ultra Mushroom.

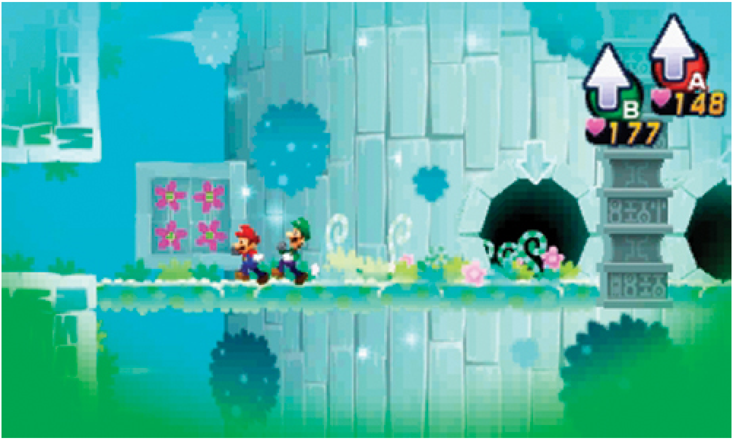
H



You're back in area H, this time on the far right side. Enter the green pipe here to access the top part of the room. Here you can finally collect the Attack Piece just above the ? and M Blocks you struck during your first visit. Defeat a Skipdrill R on your way to the exit on the left, returning to the large tree in area B.

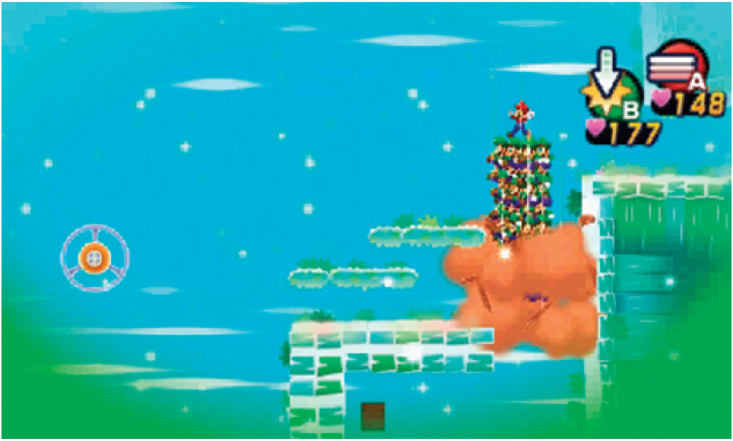
B

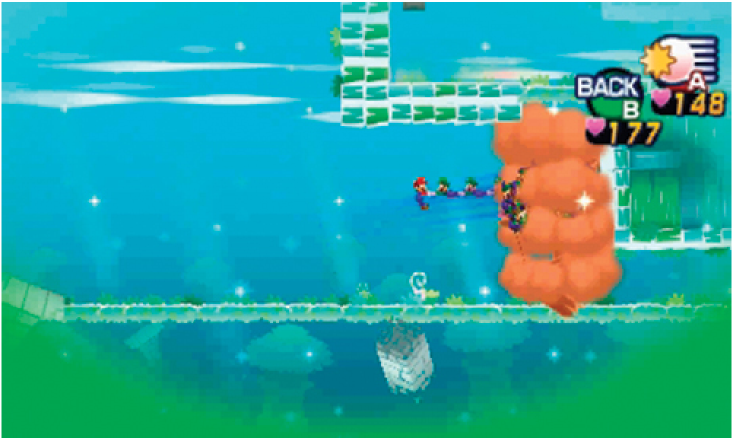




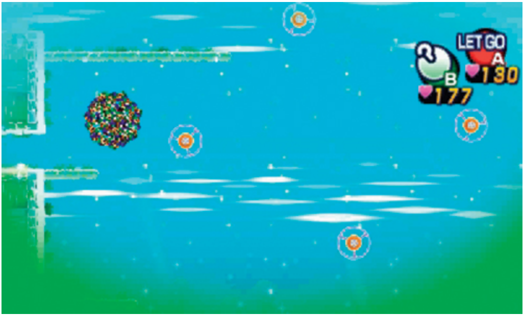
Strike the Event Block to lower a branch to the lower level, creating a shortcut and making it easier to transition. If you haven't already, descend to the level below and strike another Event Block to extend a branch over the left doorway, creating another shortcut. Bedsmith is pleased with your progress—he senses you're getting closer to the Zeekeeper. After speaking to Bedsmith, enter the doorway to his left to ascend higher on the tree. Exit on the left side to reach area M.

M



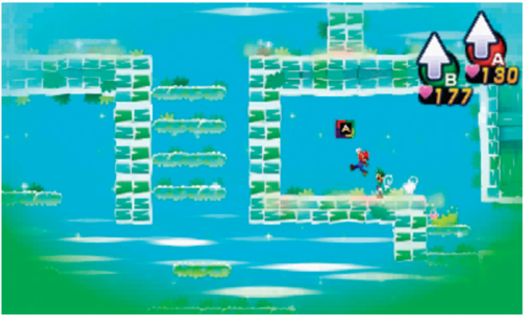


Upon entering here, form a Luiginary Stack and bust through the nearby wooden crate to access the area below—the ? Block here contains tons of coins! Next, descend to the lower level and form a Luiginary Ball—use a Ball Hammer to smash the wooden crates blocking the path on the bottom right.



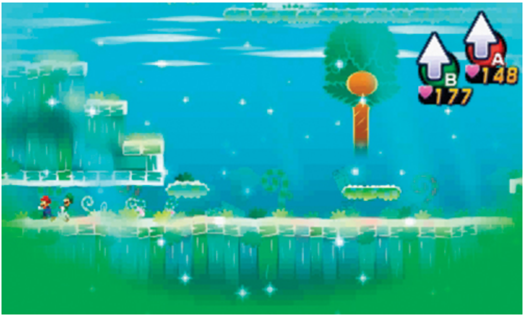
While still in a Luiginary Ball formation, use the Spin Hooks to navigate through this large room—press Ⓑ to perform Hook Shots, moving from one Spin Hook to the next. There are three exits on the left wall, all leading to area N. Let go of a Spin Hook so the Ball lands on the middle-left ledge—enter area N from this ledge.

N



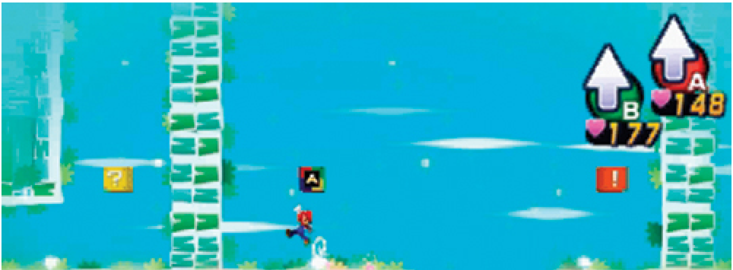
Grab the Attack Piece in this enclosed section of area N, then return back to area M.

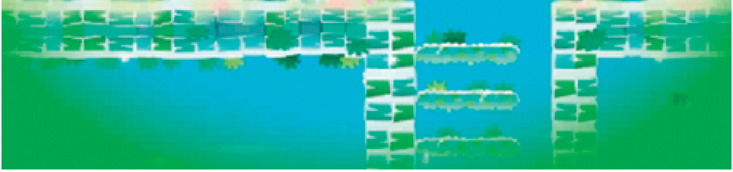
M

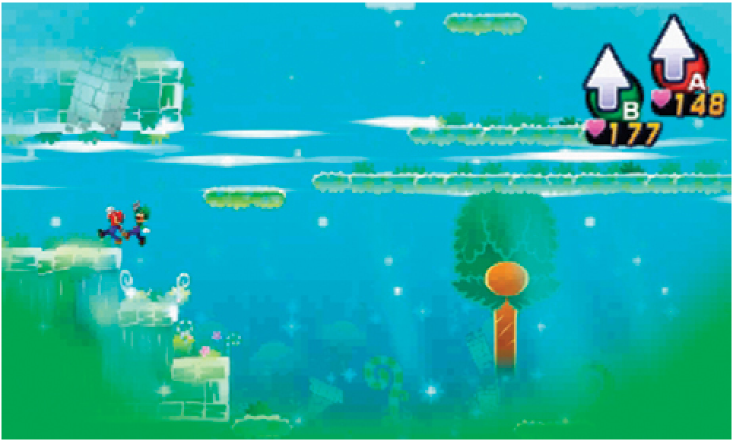


Drop down to the lower level here, and exit through the lower-left passage, returning back to area N.

N

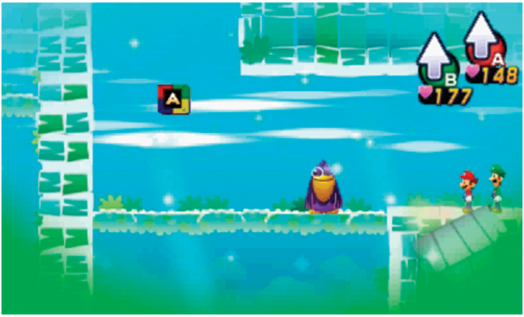






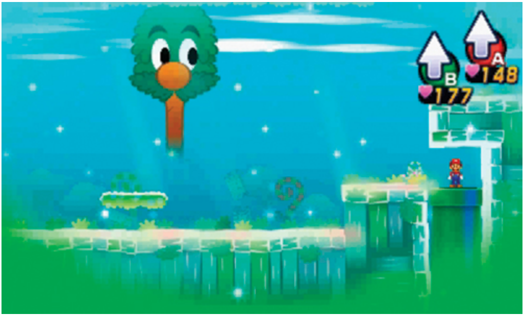
Use the Luiginary Stache Tree to launch Mario upward to the platforms above. At the top there's an Attack Piece on the left and an Event Block on the right. Grab the Attack Piece, then strike the Event Block—this opens a gate covering the pipe in the lower-right corner. But don't enter this pipe yet—there's still another Attack Piece you can get in the area on the left. Return to the floor and exit on the left side, using the second passage from the bottom.

O



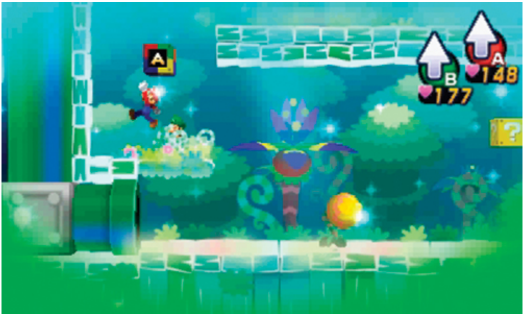
Step into this small alcove in area O to find another Attack Piece, guarded by a Pelicrump. Defeat the Pelicrump then retrieve the Attack Piece. With nowhere to go, return back to area N.

N

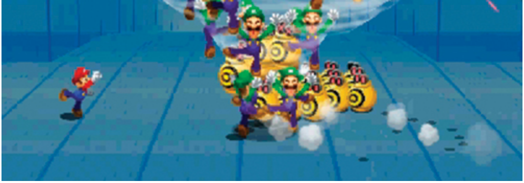


With nowhere left to go in area O, enter the pipe you gained access to earlier by striking the Event Block above. This pipe leads down to area P.

P

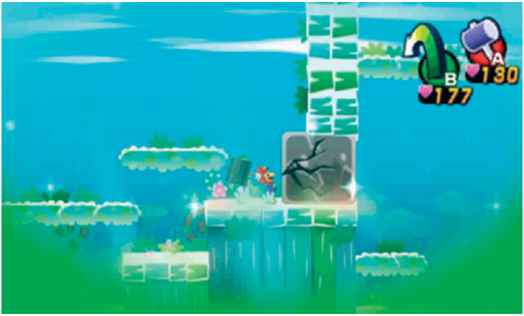


Engage the Skipdrill R, Pelicrump, and Spritzbloom here while advancing to the left. Be sure to strike the M Block along the way to obtain a Max Nut. The ? Block on the left side contains an Ultrasyrup Jar. Before entering the pipe on the left side, grab the final Attack Piece on the ledge above to unlock a new Luiginary Attack.

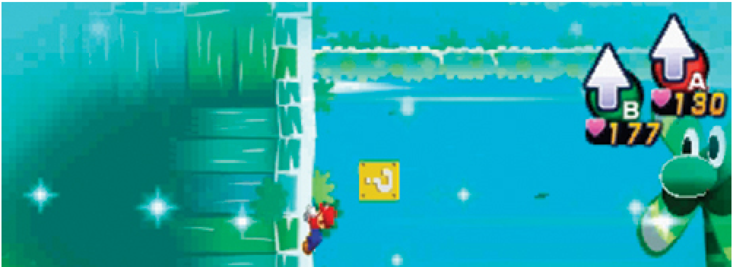


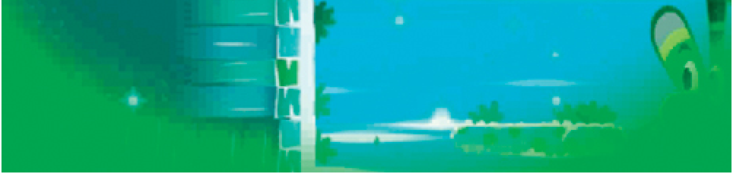
The Luiginary Typhoon is another powerful attack, ideal in dream world battles. Start by winding up a rope of Luiginoids with Ⓑ . Then press Ⓐ to yank them into a powerful Typhoon—timing is critical here, otherwise Mario will get launched at the enemies and the attack will end. Once a Typhoon is formed, use the Circle Pad to control it, flying it over a large group of enemies. The Typhoon actually picks up enemies and tosses them around. While the Typhoon is active, rapidly press Ⓑ to deal more damage to the enemies. The Luiginary Typhoon costs a whopping 16 BP with each use, but it's well worth it when confronting large groups of tough enemies. Take a moment to practice this attack a few times before using it in a real battle.

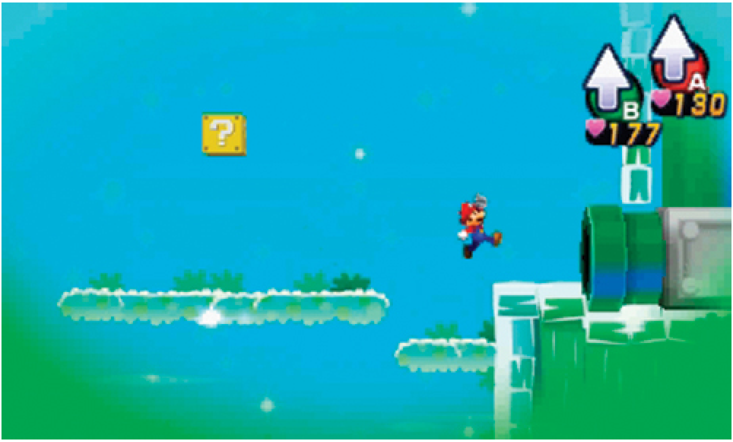
O



The pipe in area P leads to the left side of area O. Defeat the Pelicrump near the entrance, then smash the rock to the right—this opens a shortcut, allowing easier access to the right side.

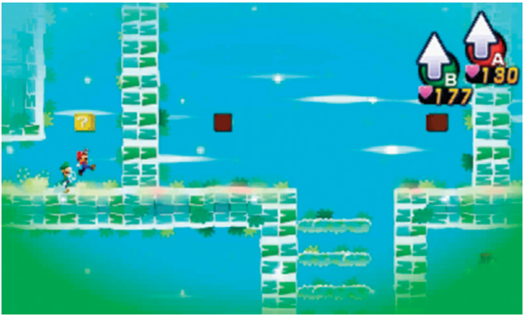






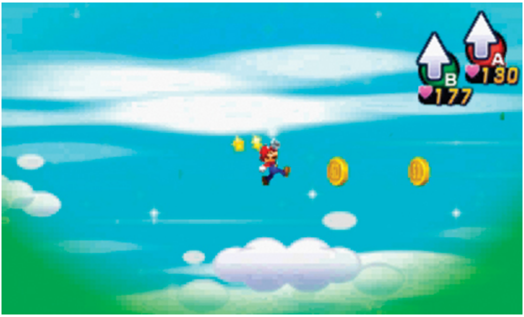
Next, initiate the Luiginary Propeller to scale the wall on the right. As you encounter a new set of Propellers blowing to the left, scale the wall on the left side—strike the ? Block here to get a Shock Bomb. Continue scaling upward, shifting back to the right wall when a new set of Propellers blow to the right—the ? Block on this wall contains a Refreshing Herb. At the top of the room, strike another ? Block to obtain a Ultrasyrup Jar, then exit through the green pipe on the upper-right side.

Tip



During the ascent, take a detour back to area N, using the upper passage in the right wall, to retrieve a Taunt Ball from a ? Block.

Q

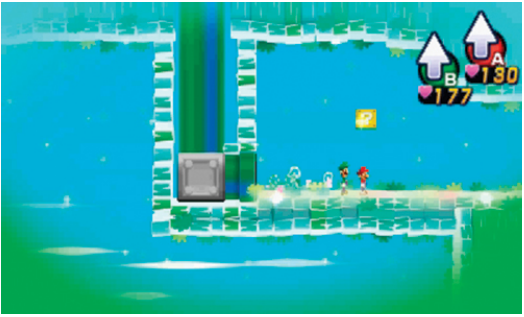


Activate the Luiginary Propeller here to blow a cloud platform to the right side. Board the cloud and ride it to the right, collecting coins along the way. However, move to the center of the cloud before jumping, as the air currents may cause you to fall off the cloud, sending you to the top portion of area N. Disembark from the cloud on the right side and drop through the green pipe.

Note

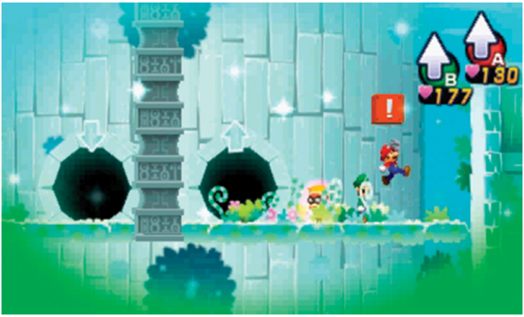
While riding the cloud in area Q, you only get one shot to collect these coins. If you want to try again, you'll need to backtrack all the way to area O and begin from the left side. Drop off the ledge to return to area N, then proceed to area O, scaling the wall there to return to area Q.

M

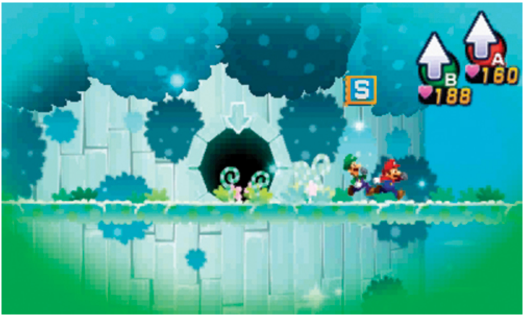


You've made it back to area M, entering a small alcove in the upper-right corner. Strike the ? Block here to obtain Ultra Candy, then exit to the right to return to the large tree in area B.

B

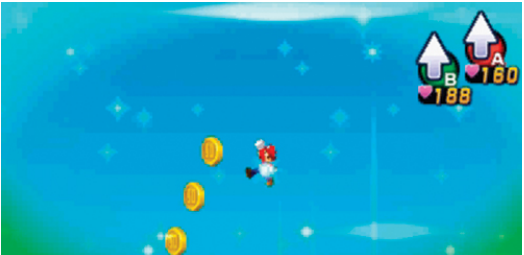


Upon reaching this area, Bedsmith can be seen below, requesting assistance. Enter the doorway to the right to meet up with him. Strike the Event Block behind Bedsmith to lower a large stone gate, providing access to the left side of the tree on this platform—this is another shortcut, making it easy to backtrack when necessary.



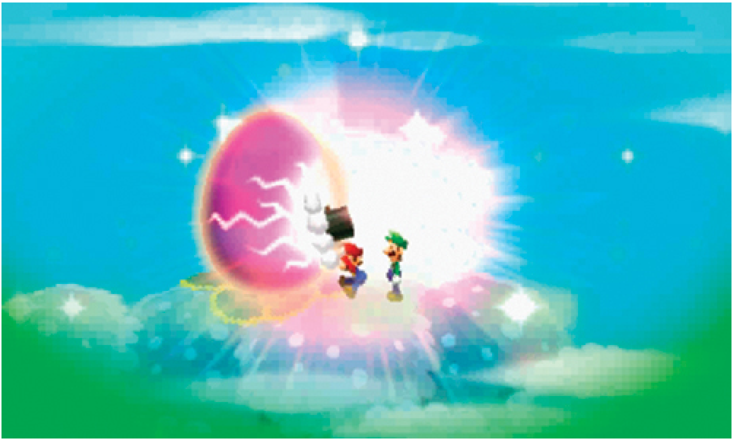
Pass through the doorway you just entered to return to the top level of the tree. Save your game at the Save Block here, then exit to the right.

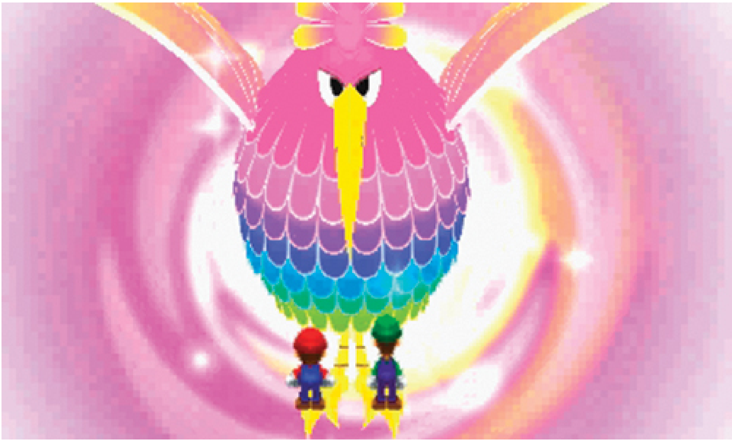
R



Use the Luiginary Propeller to create upward air currents, then jump up, floating toward the platform on the upper right. Grab the coins near the ledge, then exit on the left side—hit the ? Block along the way to grab some Max Candy.

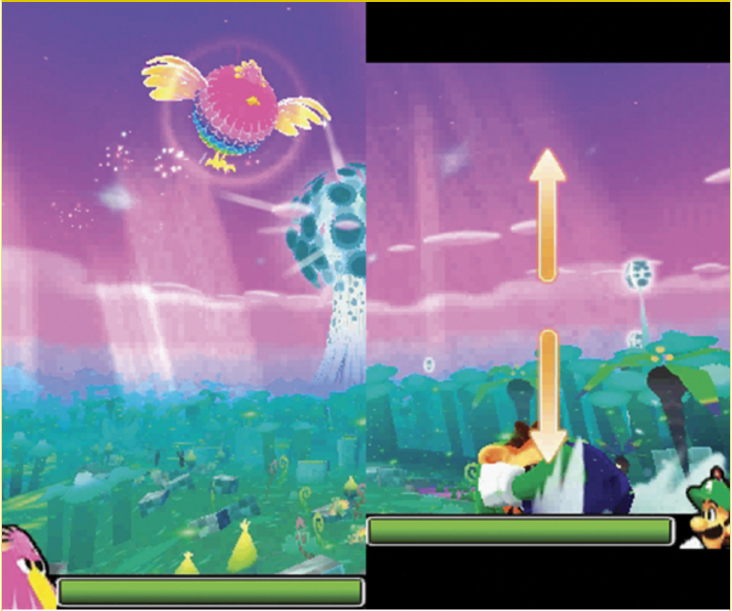
S

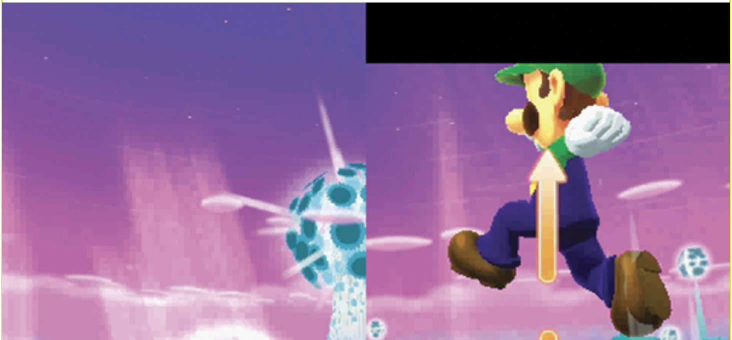


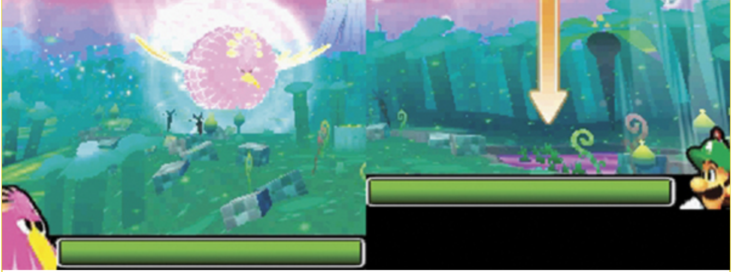


You've made it! Approach the multi-colored egg-like object sitting atop the tree—whack it with your hammer four times. Well, you certainly got the Zeekeeper's attention. He's not too happy about being disturbed. But before Dreambert can interject, the Zeekeeper goes into attack mode. This is the start of another giant battle. Press the L on Luigi's cap on the Touch Screen to cause Dreamy Luigi to grow into Giant Luigi. Tilt the Nintendo 3DS and get ready to fight.

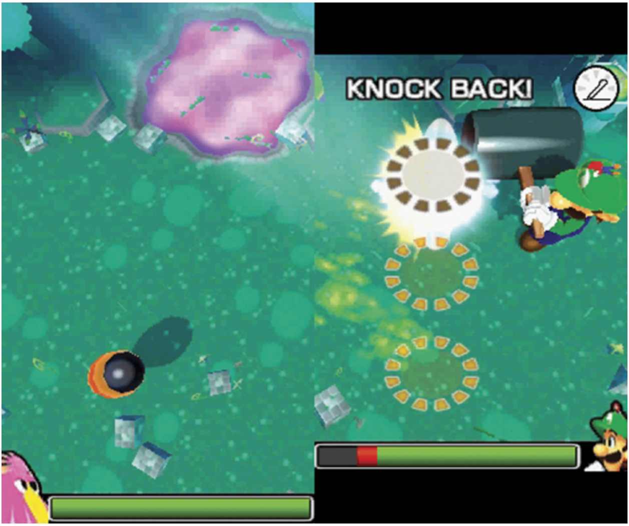
Zeekeeper Battle





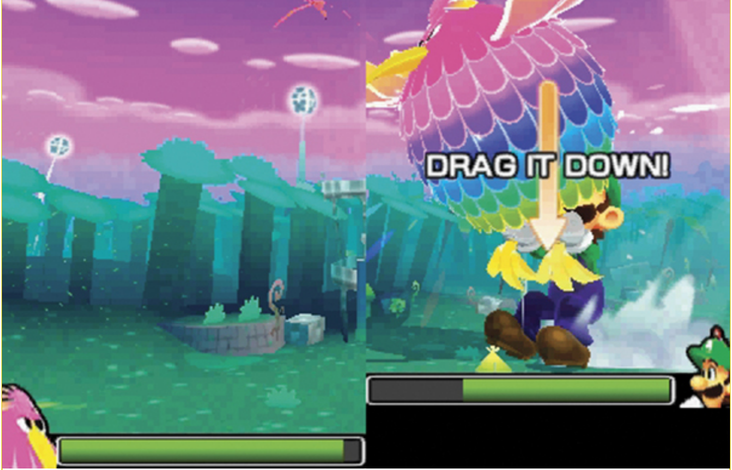


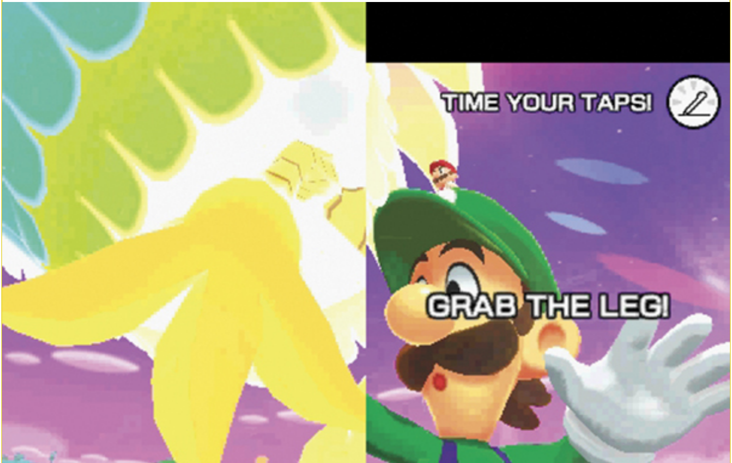
The Zeekeeper doesn't waste any time coming after Giant Luigi. Be ready to dodge his swooping attacks. If the Zeekeeper comes at Giant Luigi while flying high, draw a line downward on the Touch Screen to duck. But if the Zeekeeper flies low, skimming the ground, draw a vertical line upward on the Touch Screen to jump over him—if you time your jump just right, you can land on him, inflicting moderate damage.



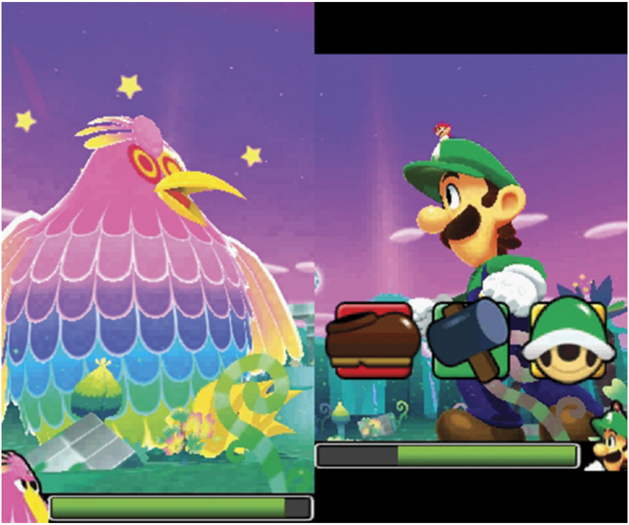
During the Zeekeeper's next attack, he drops a series of explosive egg-like objects. Use the circles on the Touch Screen to target these objects with your hammer as they come into range—tap the circles on the Touch Screen to cause Giant Luigi to swing his hammer. If any of these objects get by, they hit Giant Luigi and explode, inflicting damage. But each object you knock back at the Zeekeeper does damage to him.

KEEP SLIDING!

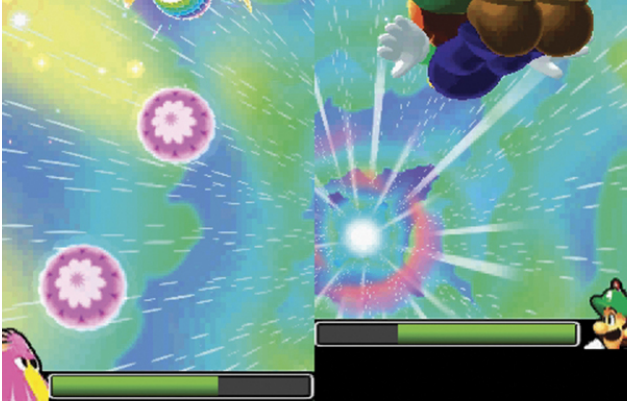




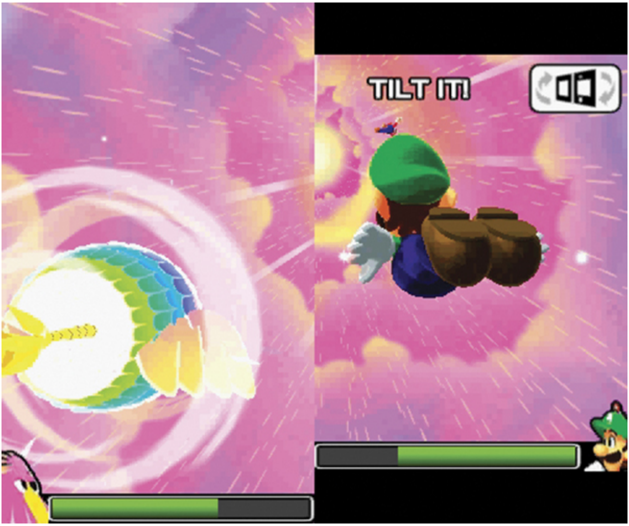
As Giant Luigi catches up with the Zeekeeper, Giant Luigi grabs the Zeekeeper's legs and pulls him down. Rapidly draw a series of lines down on the Touch Screen to prevent the Zeekeeper from getting away. During the sequence the Zeekeeper manages to shake his left leg free. Quickly tap the Zeekeeper's left leg when it appears on the Touch Screen to make Giant Luigi grab it. After grabbing the Zeekeeper's leg, continue dragging him down to the ground until he loses all forward momentum. This allows Giant Luigi to slam the Zeekeeper into the ground and jump on him, leaving him dazed for a follow-up attack.



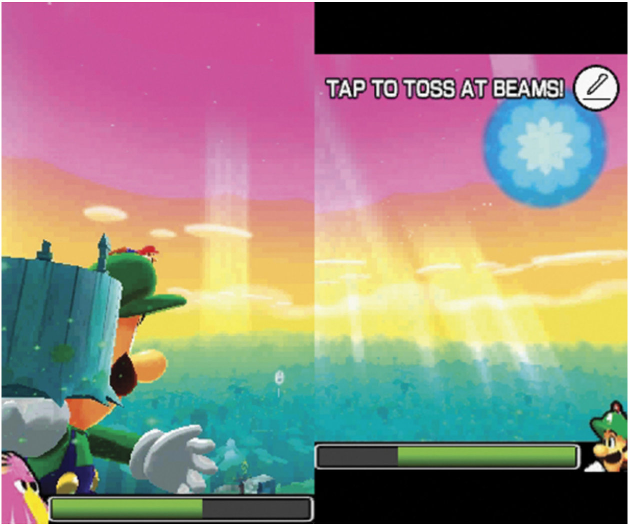
When it's finally Giant Luigi's turn to attack, perform a Jump Attack while the Zeekeeper is still dazed. If the Zeekeeper is still dazed after the Jump attack, follow up with a Drill Stomp. Performing back-to-back attacks is a great way to deal some serious damage to the Zeekeeper. But this battle is far from over.



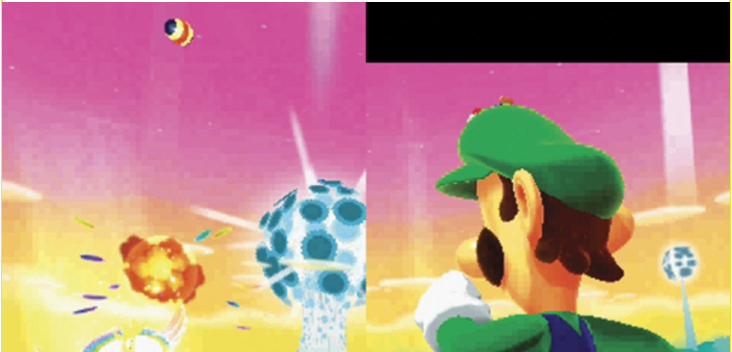
When the Zeekeeper recovers, he takes flight again, this time crossing over into another multi-colored dimensional tunnel. Giant Luigi is sucked into the dimensional tunnel just behind him. Tilt the Nintendo 3DS to control Giant Luigi during this phase, tilting right or left to make him fly in the intended direction. Dodge the incoming pulses of multi-colored lights released by the Zeekeeper.

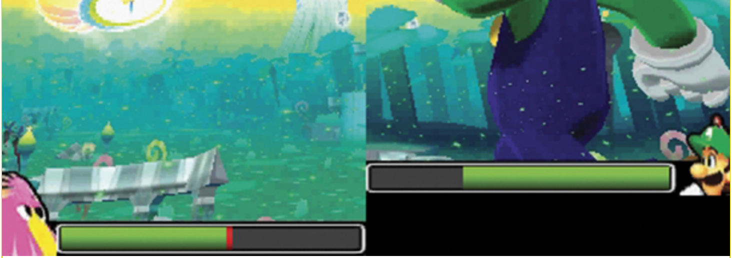


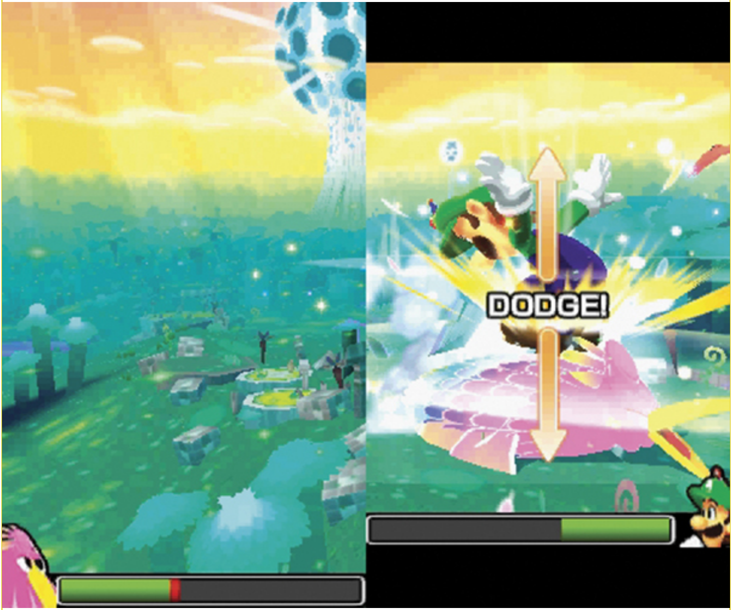
When the Zeekeeper begins spinning, fly directly behind him as he winds up this attack—he usually begins this attack on the left side. But as the Zeekeeper approaches Giant Luigi, tilt the 3DS in the opposite direction, usually to the right. When the Zeekeeper stops spinning, Giant Luigi rolls into a ball. Now, tilt the 3DS in the direction of the Zeekeeper to land a few strikes of your own—try to bounce off the Zeekeeper at least three times to maximize damage. But be ready to evade more colored light pulses, followed by another spin attack. Evade the pulses and the spin attack, then counter as Luigi rolls up into a ball.



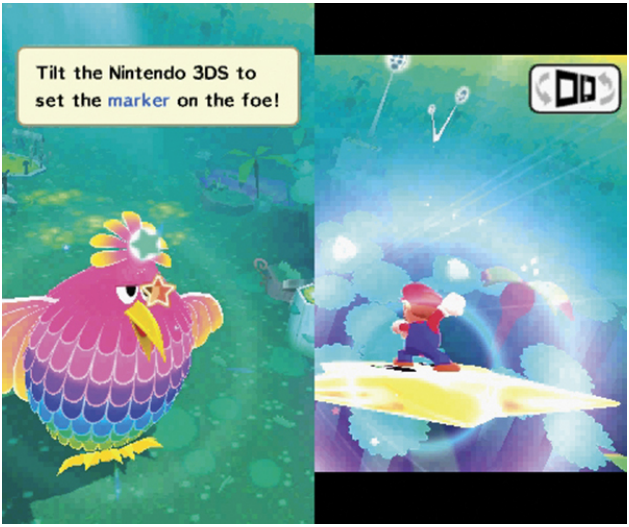
Eventually the Zeekeeper exits the dimensional tunnel and initiates a new attack. Watch as a series of colored circular beams appear on the Touch Screen—tap these circles to make Giant Luigi hurl rocks at them. Any beams that remain come flying at Giant Luigi, dealing moderate damage. But if you eliminate all the beams, you have the chance to hurl rocks at the Zeekeeper. Tap the Zeekeeper repeatedly to toss a salvo of rocks at him.







At this point the Zeekeeper repeats his attacks, dropping more explosive eggs before returning to the dimensional tunnel. But among some of the explosive eggs may be some Mushrooms. Don't strike the Mushrooms with your hammer. Instead, let them touch Giant Luigi to restore his health. Any Mushrooms knocked back replenish the Zeekeeper's health. Be prepared to dodge more swooping attacks when you exit the dimensional tunnel for the second time. Dodge and counter all of the Zeekeeper's attacks until Giant Luigi has the chance to grab the Zeekeeper's legs and drag him to the ground for a couple of back-to-back attacks.

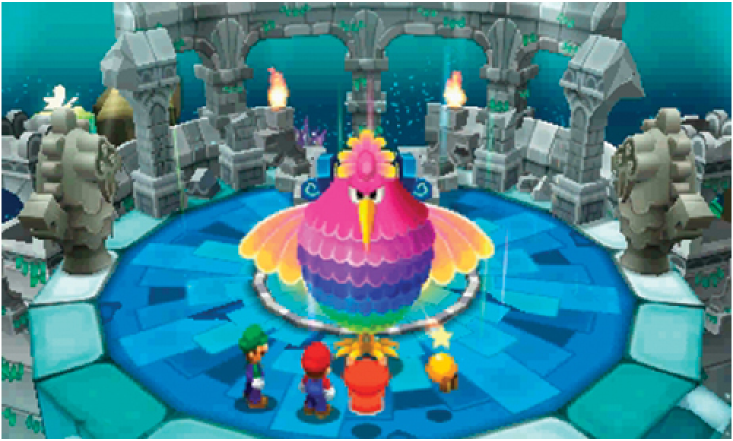


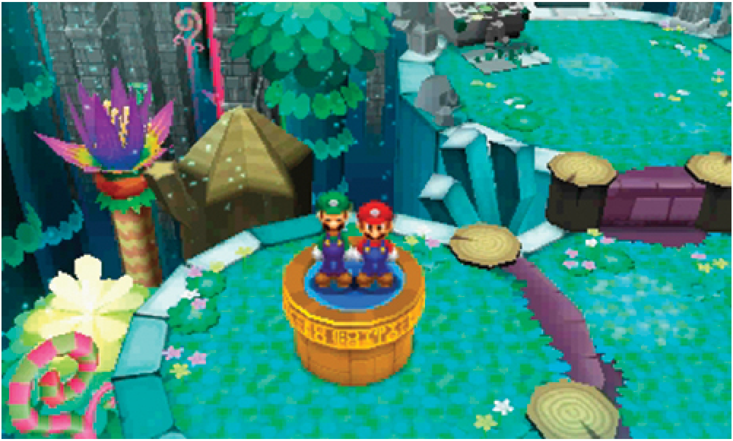
Tilt the Nintendo 3DS to set the marker on the foe!

When the Zeekeeper's health reaches a critical stage, he becomes dazed once again, setting him up for a Star Driver attack. As the star flies toward the Zeekeeper, tilt the Nintendo 3DS to keep it on course, targeting the flashing star on the Zeekeeper's head. Defeating the Zeekeeper isn't easy, but it's well worth the effort, rewarding you with 1,200 coins, Energy Wear, Max Candy, a Max Nut, and a 1-Up Deluxe.

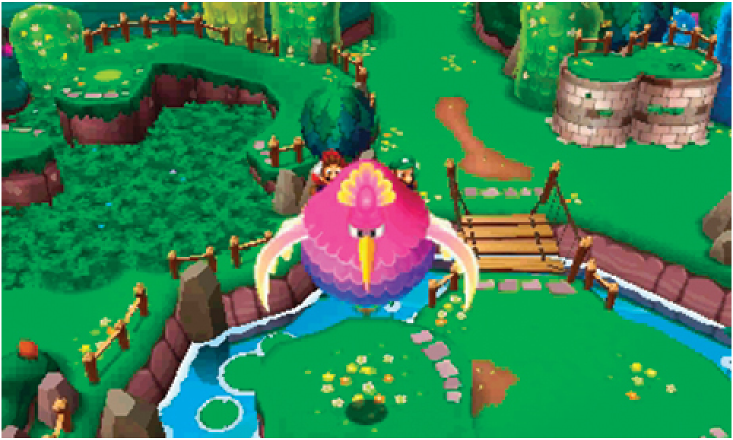
Following the battle, the Zeekeeper congratulates Mario and Dreamy Luigi on their success. Finally, Dreambert has a chance to fill in the Zeekeeper on what's been going on—apparently these guys go way back. The Zeekeeper's stoic demeanor completely shifts when Dreambert appears, and the two converse like old friends. Although friendly, the Zeekeeper is a bit reluctant to get involved. But when Dreambert promises to hand over all of Mario's coins once the island is safe, the Zeekeeper reconsiders. At Dreambert's urging, Mario eventually agrees to the Zeekeeper's terms. Once their agreement has been settled, Mario hops on the Zeekeeper's back, prompting them to return to the real world.

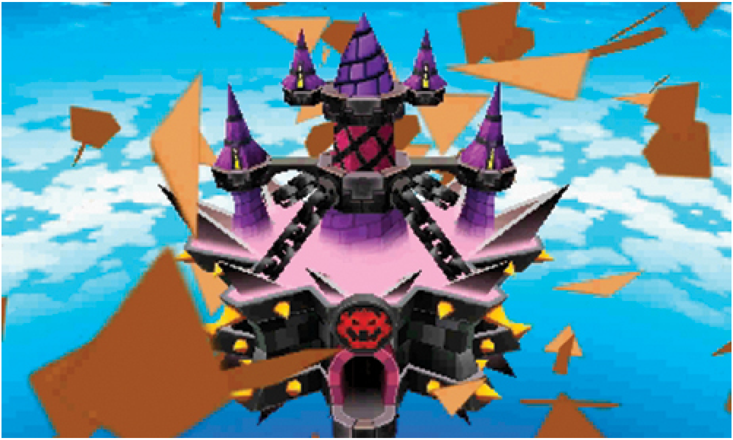
Destination: Neo Bowser Castle





Back in the real world, the Zeekeeper makes an appearance in the Pi'illo Temple and immediately senses Antasma's presence. As he prepares to conduct reconnaissance of Neo Bowser Castle, he tells Mario and friends to meet him near the entrance to Somnom Woods. Once the Zeekeeper leaves, backtrack to area 9 and use the Warp Pipe—choose Mushrise Park Entrance as your destination. Alternatively, you can backtrack all the way to area 1 and head west.





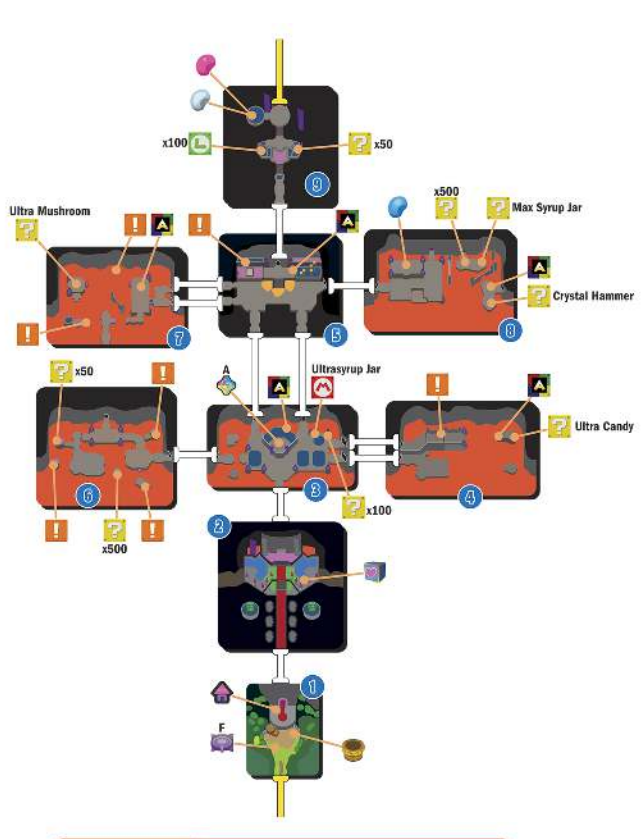
Meet the Zeekeeper in Mushrise Park, directly west of area 1 in Somnom Woods, or directly east of the Mushrise Park Entrance Warp Pipe. Speak with the Zeekeeper when you're ready for him to begin his attack on Neo Bowser Castle's barrier. Mario and Luigi hop aboard the Zeekeeper as he takes flight. The Zeekeeper emits a powerful Wakebeam, targeting the castle's protective barrier. Shortly after absorbing a direct hit, the castle's barrier shatters. This causes Neo Bowser Castle to lose altitude, falling from the sky and landing north of Mushrise Park.

Upon their return to Mushrise Park, the Zeekeeper informs Mario and gang that Neo Bowser Castle is located directly north of their current location. With the protective barrier gone, Mario and Luigi should have no problem entering the castle. But confronting Antasma and Bowser will be no easy feat.

Tip

Before heading for Neo Bowser Castle, consider wrapping up any unfinished business in the other areas of the island. If you haven't found all the Attack Pieces in the other regions and dream worlds, now's the perfect time to hunt them down. Also, consider rounding up the missing beans and Pi'illos left behind in the other regions.

Neo Bowser Castle 1F



SUMMARY Enemies: Fire Bro, Flaming Antasmaton
Attack Pieces: 5 | Pi'illos: 1 | Beans: 3

MAP LEGEND
Real World Location
? Block
M Block
Shop
L Block
Bros. Block
Event Block
Random Block
Save Block
Camera Block
Pi'illo
Bros. Bean
Defense Bean
Heart Bean
Power Bean
Speed Bean
Stache Bean
Portal
Warp Pipe
Attack Piece

① Neo Bowser Castle Entry

And desperate customers equal MEGA PROFITS!

The Zeekeeper's Wakebeam not only destroyed Neo Bowser Castle's protective barrier, but it also caused the structure to fall from the sky, landing here, just northeast of Mushrise Park. But before storming the castle, take care of some business here. An enterprising Shelltop has just set up a shop right outside the castle's gloomy front gate. Take a moment to browse the shop's wares. You can now purchase a variety of powerful (and expensive) items like the Max Mushroom, Max Nut, and Max Syrup Jar. On the gear side, the Star Boots, Star Hammer, and Star Wear are good options. And while you're here, consume some Pi'i-latte to fully replenish your HP and BP.

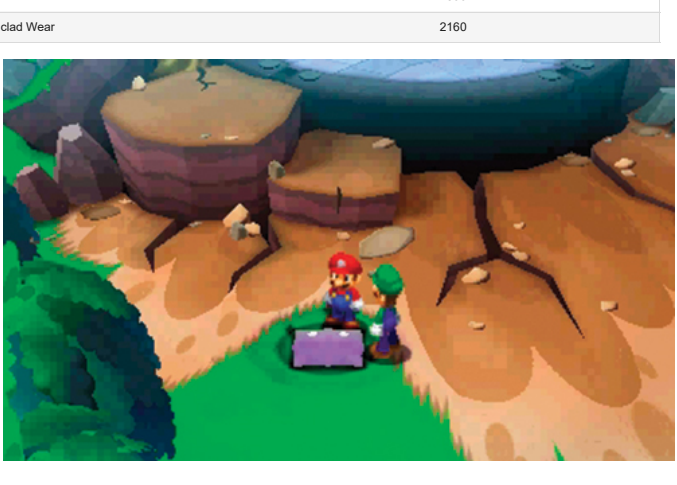
Neo Bowser Castle Shop Inventory

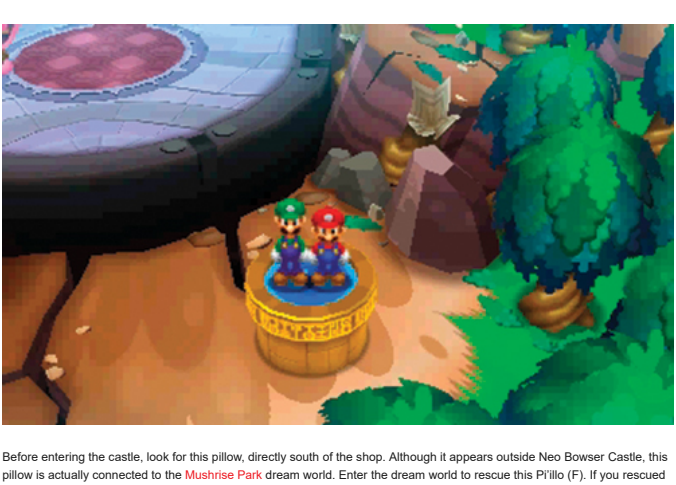
Items

Merchandise	Coins
Super Mushroom	30
Ultra Mushroom	90
Max Mushroom	270
Super Nut	75
Ultra Nut	225
Max Nut	675
Supersyrup Jar	60
Ultrasyrup Jar	180
Max Syrup Jar	540
1-Up Deluxe	300
Refreshing Herb	30
Taunt Ball	10
Shock Bomb	50
Boo Biscuit	5
Mushroom	10
Nut	25
Syrup Jar	20
1-Up Mushroom	50

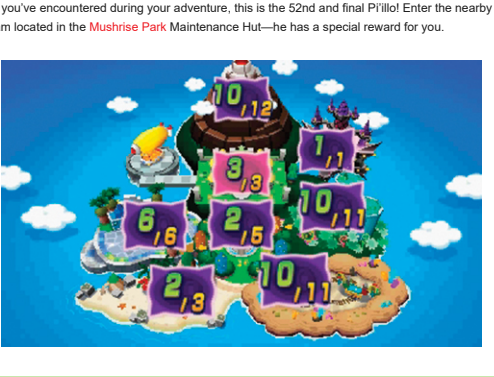
Gear

Merchandise	Coins
Star Boots	2880
Star Hammer	2880
Star Wear	1800
Ironclad Wear	2160





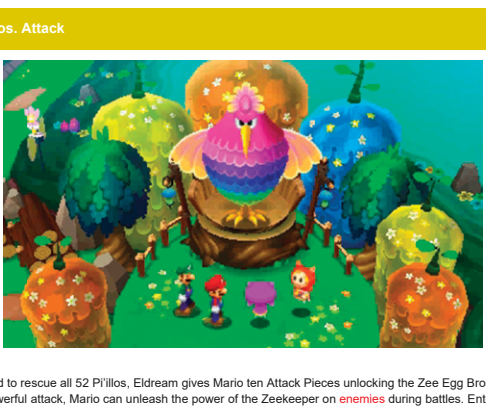
Before entering the castle, look for this pillow, directly south of the shop. Although it appears outside Neo Bowser Castle, this pillow is actually connected to the Mushrise Park dream world. Enter the dream world to rescue this Pi'illo (F). If you rescued all other Pi'illos you've encountered during your adventure, this is the 52nd and final Pi'illo! Enter the nearby Warp Pipe and return to Eldream located in the Mushrise Park Maintenance Hut—he has a special reward for you.



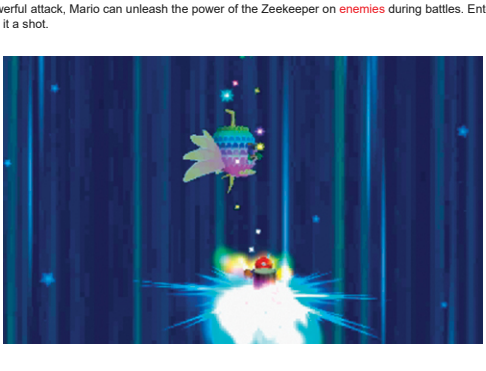
Tip

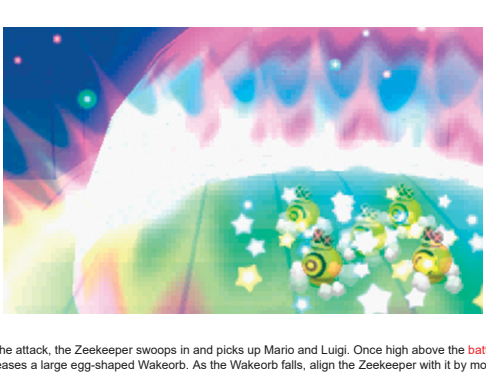
If you haven't rescued all the Pi'illos yet, now's the perfect time to do so. Open the Collection menu to see how many Pi'illos are still out. This interface shows how many Pi'illos you've found throughout the island. If you're missing a few Pi'illos in a particular region, use the Warp Pipe to visit these regions now.

Zee Egg Bros. Attack



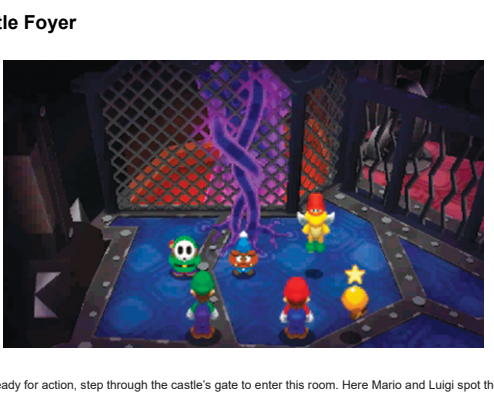
If you managed to rescue all 52 Pi'illos, Eldream gives Mario ten Attack Pieces unlocking the Zee Egg Bros. Attack. During this powerful attack, Mario can unleash the power of the Zeekeeper on enemies during battles. Enter practice mode and give it a shot.



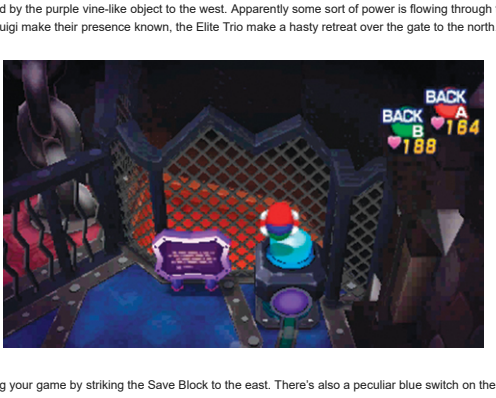


At the start of the attack, the Zeekeeper swoops in and picks up Mario and Luigi. Once high above the battle, the Zeekeeper releases a large egg-shaped Wakeorb. As the Wakeorb falls, align the Zeekeeper with it by moving the Circle Pad left or right. Once aligned, Mario and Luigi automatically jump off the back of the Zeekeeper, plunging toward the Wakeorb below. As Mario approaches the Wakeorb, press Ⓐ to whack it with his hammer. When Luigi approaches the Wakeorb, press Ⓑ to strike it with his hammer. Mario and Luigi may jump at the Wakeorb simultaneously, requiring you to press Ⓐ and Ⓑ at the same time. With each successful hammer strike, the Wakeorb picks up speed, causing it to inflict more damage upon impact. If Mario or Luigi misses his swing, it's not over—move the Zeekeeper to retrieve Mario or Luigi as they float upward. Once back on board the Zeekeeper, they can resume their strikes on the Wakeorb. When the Wakeorb finally crashes into the ground, it inflicts massive damage to all enemies in a wide radius. This is without a doubt the most powerful Bros. Attack in your arsenal, but it costs a whopping 15 BP per use. Reserve it for situations when you're facing off against multiple durable enemies.

② Castle Foyer

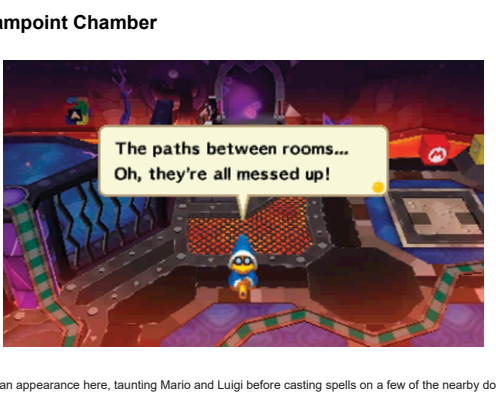


When you're ready for action, step through the castle's gate to enter this room. Here Mario and Luigi spot the Elite Trio—they seem entranced by the purple vine-like object to the west. Apparently some sort of power is flowing through these vines. But as Mario and Luigi make their presence known, the Elite Trio make a hasty retreat over the gate to the north.

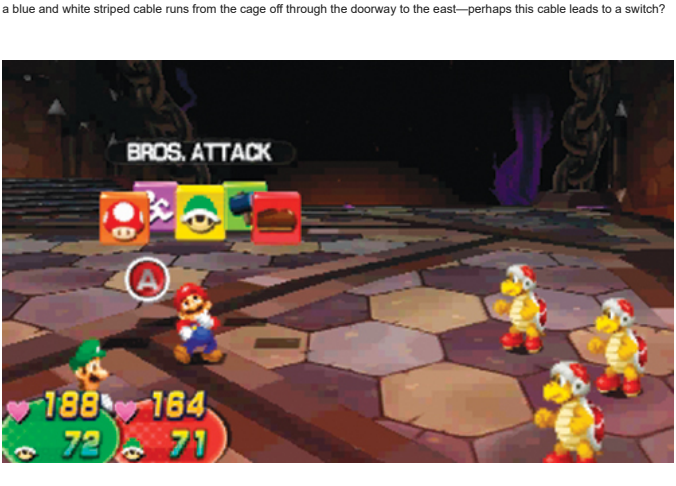


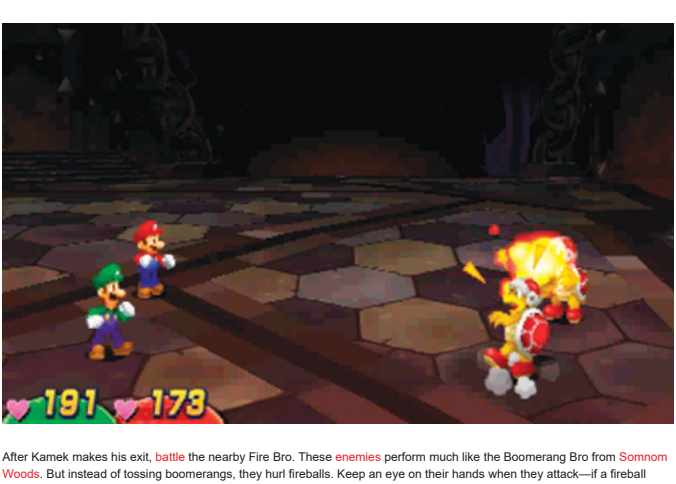
Consider saving your game by striking the Save Block to the east. There's also a peculiar blue switch on the east side, adjacent to the large gate. The adjoining sign says you must jump really high to activate the gate switch. Use a Ball Hop to bounce on the switch, causing the gate to lower. You can now access the room to the north.

③ Dreampoint Chamber

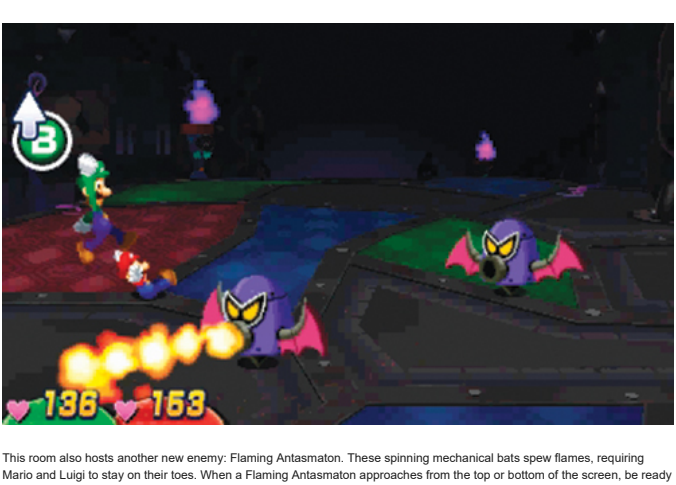


Kamek makes an appearance here, taunting Mario and Luigi before casting spells on a few of the nearby doorways—the doorways are now scrambled, each leading to an unexpected location. After taunting Mario and Luigi some more, Kamek disappears into a dream portal created by Antasma. Starlow suggests finding a way to enter the dream world in the point behind the cage. But first, you need to find a way to lower the gate—and it won't be easy with those scrambled doorways. But a blue and white striped cable runs from the cage off through the doorway to the east—perhaps this cable leads to a switch?

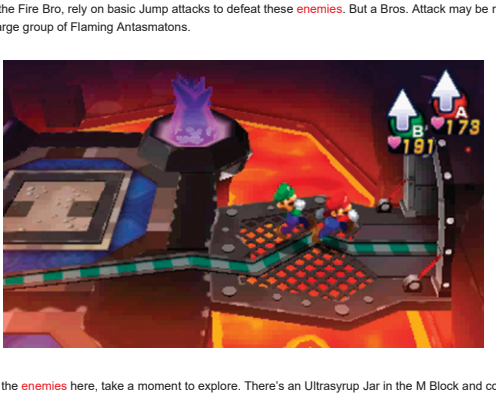




After Kamek makes his exit, battle the nearby Fire Bro. These enemies perform much like the Boomerang Bro from Somnom Woods. But instead of tossing boomerangs, they hurl fireballs. Keep an eye on their hands when they attack—if a fireball appears, get ready to jump. However, sometimes a Fire Bro throws a coin instead of a fireball—there's no need to jump over incoming coins. Occasionally a Fire Bro launches a massive fireball into the air, causing it to disappear. But the fireball returns after a few turns, coming in from above, so be ready to counter the incoming fireball from above by striking it with your hammer. When it's your turn to attack, rely on Jump attacks to defeat these guys. Or, if facing off against a large number of Fire Bros., consider using a Bros. Attack like Mario's Bomb Derby or Luigi's Dropchopper.

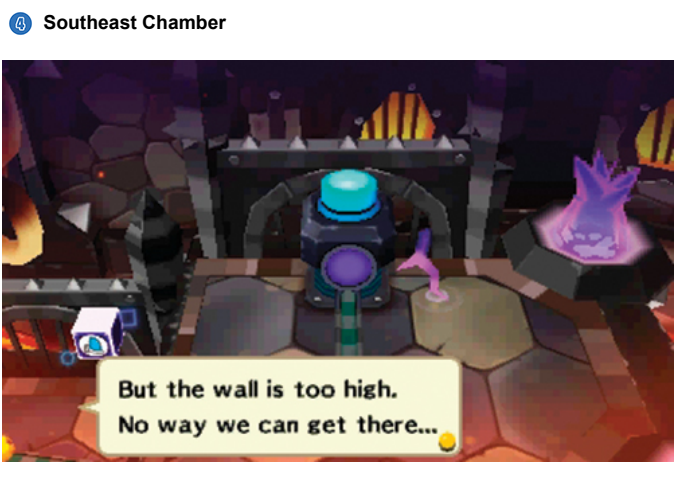


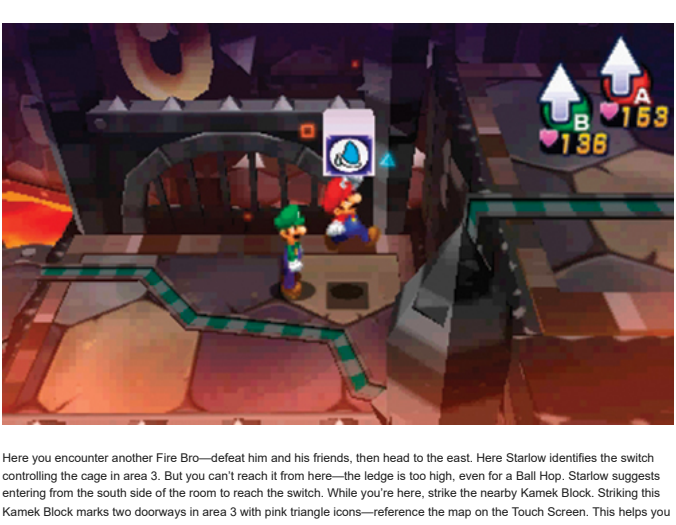
This room also hosts another new enemy: Flaming Antasmaton. These spinning mechanical bats spew flames, requiring Mario and Luigi to stay on their toes. When a Flaming Antasmaton approaches from the top or bottom of the screen, be ready to jump as the foe spins and moves across the floor—both Mario and Luigi need to jump to avoid this flame attack. Keep jumping until the attack has concluded. Later, the Flaming Antasmaton may try another spinning attack, targeting Mario or Luigi. But pay close attention to the changing rotational speeds of the Flaming Antasmaton. Jump over the first flame attack, then watch and wait as the Flaming Antasmaton slows down—if you jump too soon you'll land directly on top of the incoming flame. As with the Fire Bro, rely on basic Jump attacks to defeat these enemies. But a Bros. Attack may be necessary if confronting a large group of Flaming Antasmatons.



After defeating the enemies here, take a moment to explore. There's an Ultrasyrup Jar in the M Block and coins in the ? Block to the east. Next, follow the striped cable through the unscrambled doorway to the east.

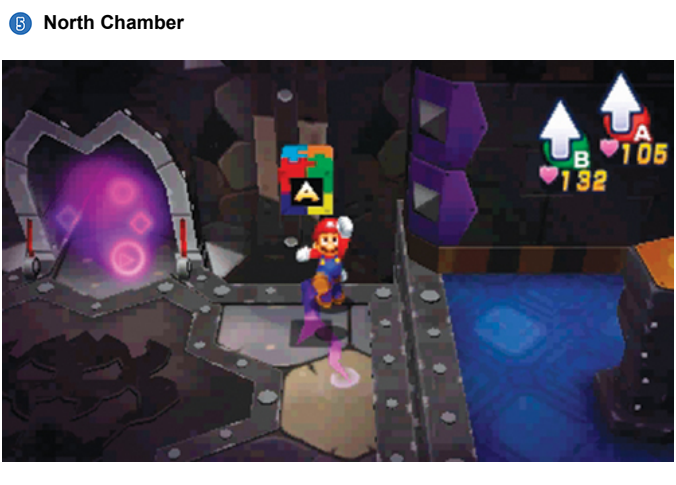
④ Southeast Chamber

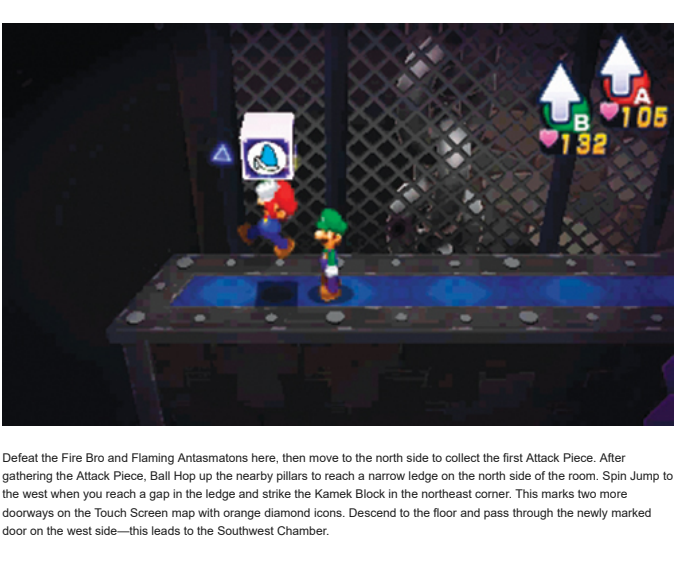




Here you encounter another Fire Bro—defeat him and his friends, then head to the east. Here Starlow identifies the switch controlling the cage in area 3. But you can't reach it from here—the ledge is too high, even for a Ball Hop. Starlow suggests entering from the south side of the room to reach the switch. While you're here, strike the nearby Kamek Block. Striking this Kamek Block marks two doorways in area 3 with pink triangle icons—reference the map on the Touch Screen. This helps you decipher where these two doorways go. With nothing left to do here for now, backtrack to area 3. Pass through the scrambled doorway to the northwest in area 3—this leads to the east side of the North Chamber.

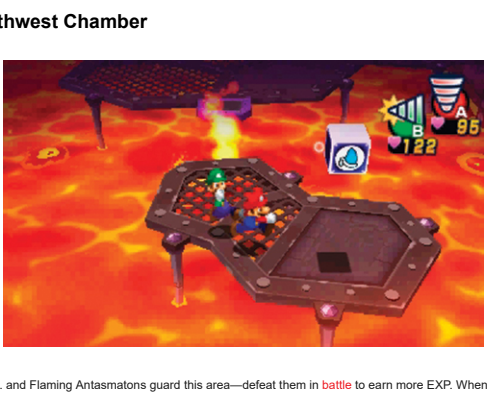
⑤ North Chamber



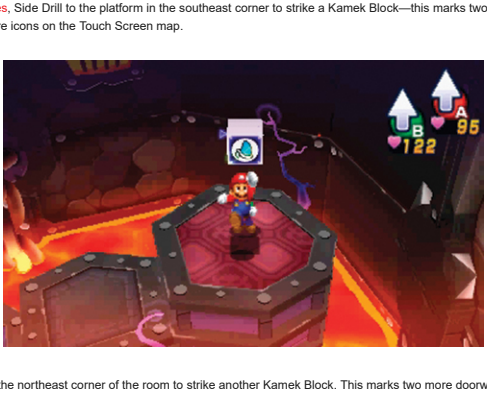


Defeat the Fire Bro and Flaming Antasmatons here, then move to the north side to collect the first Attack Piece. After gathering the Attack Piece, Ball Hop up the nearby pillars to reach a narrow ledge on the north side of the room. Spin Jump to the west when you reach a gap in the ledge and strike the Kamek Block in the northeast corner. This marks two more doorways on the Touch Screen map with orange diamond icons. Descend to the floor and pass through the newly marked door on the west side—this leads to the Southwest Chamber.

⑥ Southwest Chamber



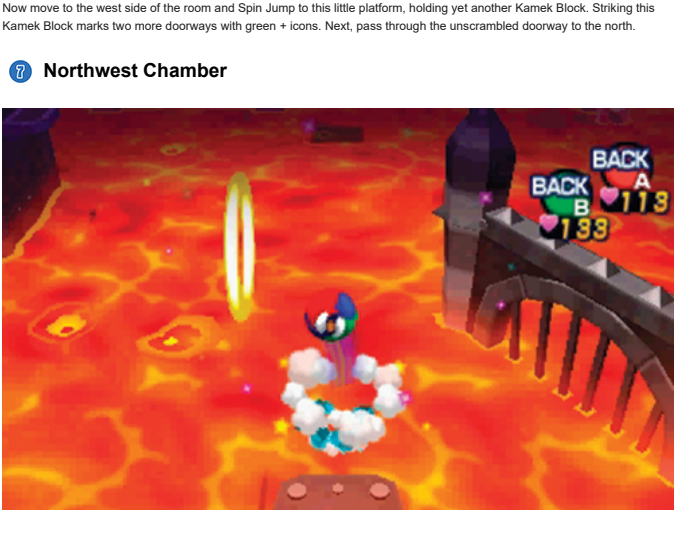
More Fire Bros. and Flaming Antasmatons guard this area—defeat them in battle to earn more EXP. When you're finished battling enemies, Side Drill to the platform in the southeast corner to strike a Kamek Block—this marks two more doorways with blue square icons on the Touch Screen map.



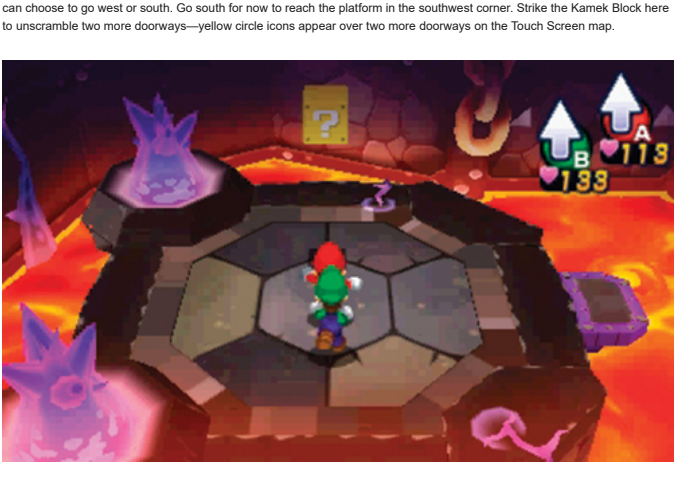
Next, move to the northeast corner of the room to strike another Kamek Block. This marks two more doorways on the Touch Screen map with purple circle icons. Little by little, you're unscrambling these doorways.

Now move to the west side of the room and Spin Jump to this little platform, holding yet another Kamek Block. Striking this Kamek Block marks two more doorways with green + icons. Next, pass through the unscrambled doorway to the north.

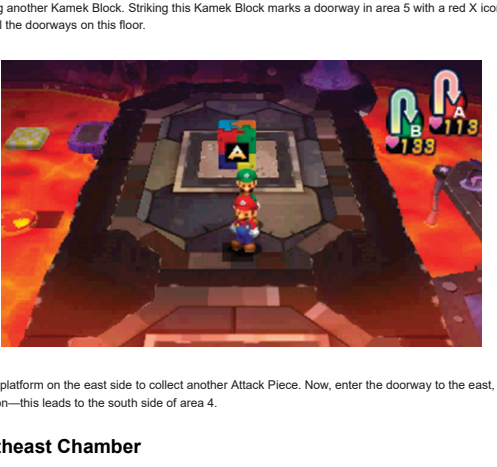
⑦ Northwest Chamber



At first glance, this lava-filled room appears to be a dead end. However, take note of the Ball Ring to the north—you know what to do. Ball Hop through the Ball Ring to create a path over the lava. You eventually come to an intersection where you can choose to go west or south. Go south for now to reach the platform in the southwest corner. Strike the Kamek Block here to unscramble two more doorways—yellow circle icons appear over two more doorways on the Touch Screen map.

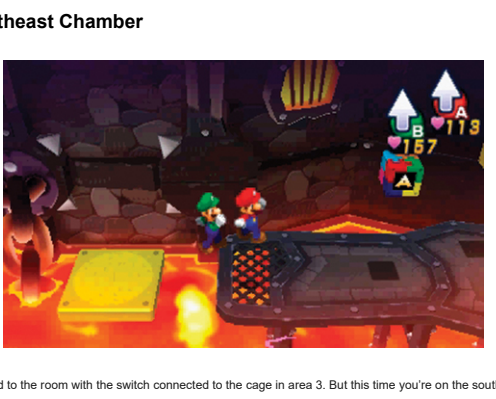


Return to the platform on the south side, then Ball Hop through the Ball Rings, this time heading toward the platform in the northeast corner. Here you can strike a ? Block containing an Ultra Mushroom. Next, Ball Hop through the Ball Ring to the east to trigger a new sequence of rings. When you come to an intersection, head north first. This leads to a small yellow platform holding another Kamek Block. Striking this Kamek Block marks a doorway in area 5 with a red X icon. You've now unscrambled all the doorways on this floor.

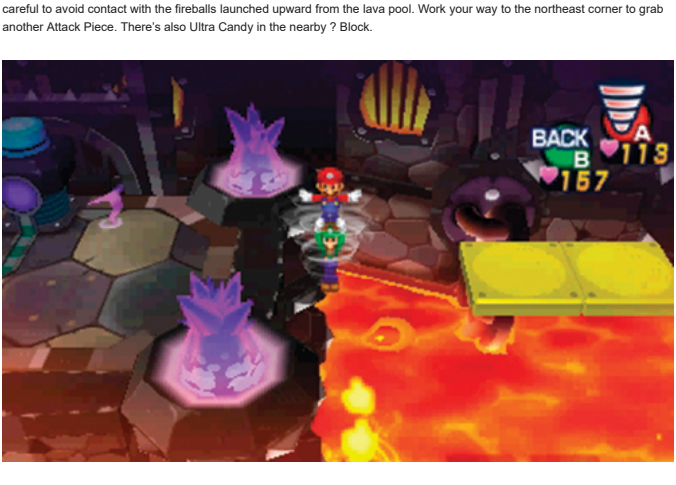


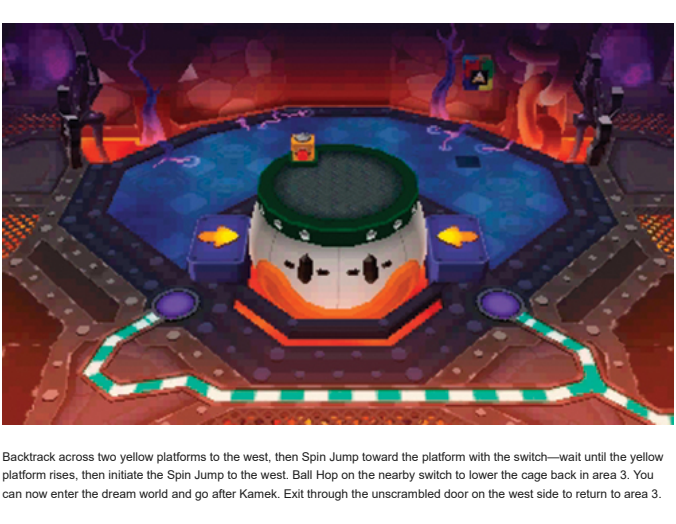
Ball Hop to the platform on the east side to collect another Attack Piece. Now, enter the doorway to the east, marked with a yellow circle icon—this leads to the south side of area 4.

④ Southeast Chamber



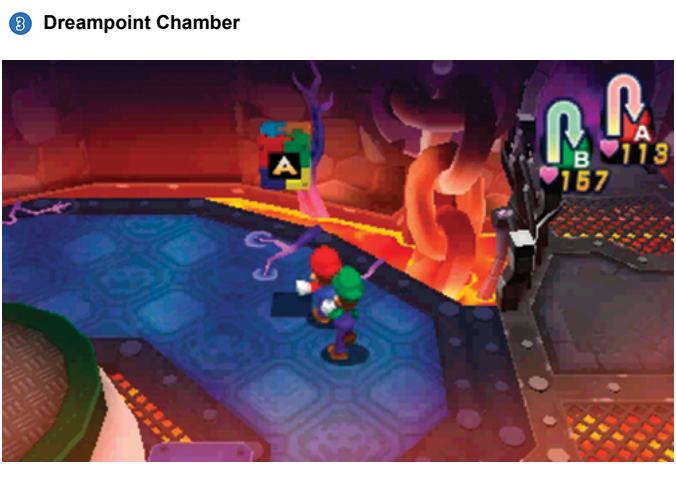
You've returned to the room with the switch connected to the cage in area 3. But this time you're on the south side. Battle the Flaming Antasmaton here, then board a series of moving yellow platforms to the east. Move from one platform to the next, careful to avoid contact with the fireballs launched upward from the lava pool. Work your way to the northeast corner to grab another Attack Piece. There's also Ultra Candy in the nearby ? Block.

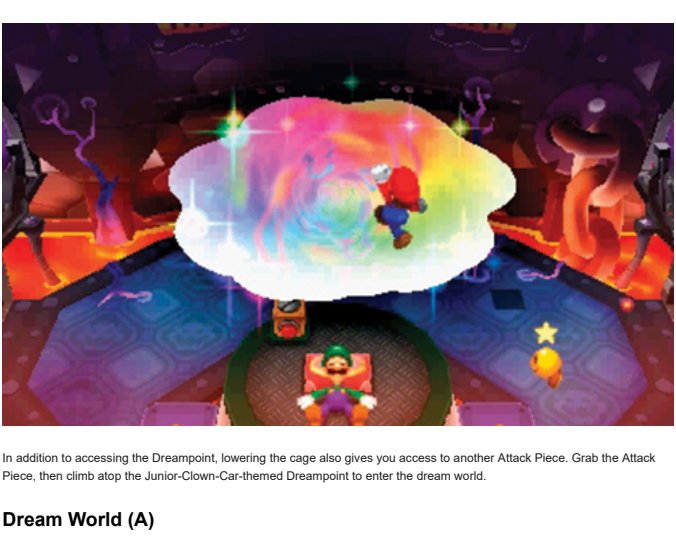




Backtrack across two yellow platforms to the west, then Spin Jump toward the platform with the switch—wait until the yellow platform rises, then initiate the Spin Jump to the west. Ball Hop on the nearby switch to lower the cage back in area 3. You can now enter the dream world and go after Kamek. Exit through the unscrambled door on the west side to return to area 3.

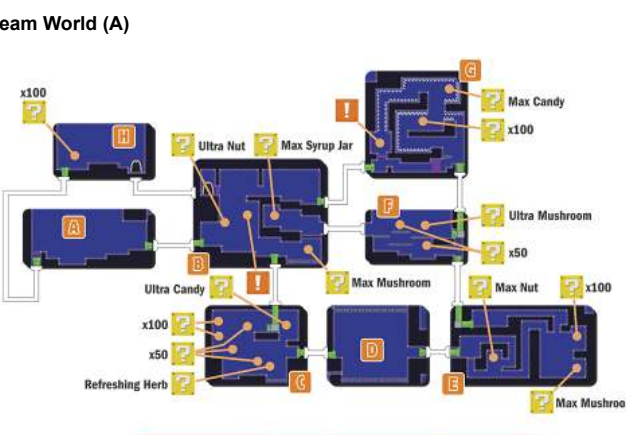
③ Dreampoint Chamber





In addition to accessing the Dreampoint, lowering the cage also gives you access to another Attack Piece. Grab the Attack Piece, then climb atop the Junior-Clown-Car-themed Dreampoint to enter the dream world.

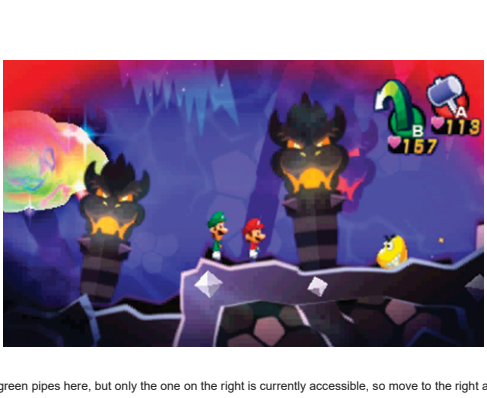
Dream World (A)



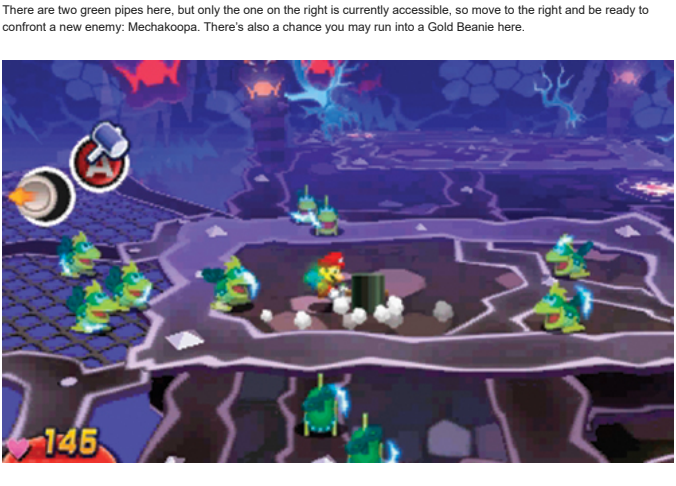
SUMMARY Enemies: Gold Beanie, Mechakoopa, Spiny R, Lakitu R, Kamek

MAP LEGEND
Dream World Location
? Block
Shop
M Block
L Block
Save Block
Event Block
Attack Piece
Nightmare Chunk
Portal
Red Coin Block

A

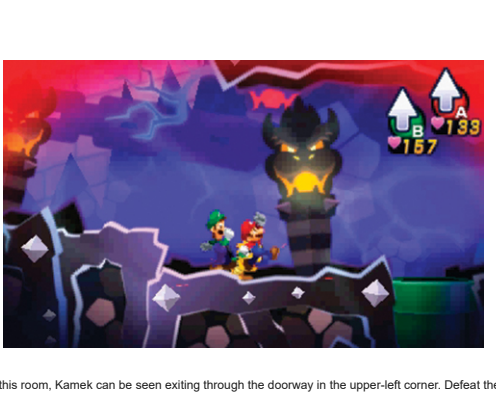


There are two green pipes here, but only the one on the right is currently accessible, so move to the right and be ready to confront a new enemy: Mechakoopa. There's also a chance you may run into a Gold Beanie here.



The robotic Mechakoopas have two different states—damaged and undamaged. A damaged Mechakoopa emits blue sparks, altering the way it functions. When Mario is surrounded by Mechakoopas, pay close attention to the pattern in which they attack—undamaged Mechakoopas always attack straight ahead, charging directly at Mario. However, damaged Mechakoopas always attack from the opposite direction in which they approach. For instance, if they approach from the right, be ready to whack them with the hammer when they circle back on the left side. You must correctly anticipate these attacks, as the Mechakoopas move too fast to adequately react to their movements. Mechakoopas also perform charging attacks, moving directly at Mario. If a damaged Mechakoopa hops during its approach, don't jump—it'll hop right over Mario. But if it doesn't hop during its approach, jump to get out of its way—undamaged Mechakoopas perform the exact opposite attack pattern. Mechakoopas also attack with fireballs, marching at Mario in lines while launching their fiery munitions—use the Circle Pad to avoid the fireballs, then jump on the Mechakoopas when they approach. Every fireball that misses Mario circles back and damages the Mechakoopa who fired it. When it's your turn to attack, consider using a Luiginary Attack to wipe out these foes quickly—the Luiginary Wall and Luiginary Typhoon are both very effective. Mechakoopas are a bit of a hassle, but they're worth a lot of EXP, so take the time and effort to defeat them.

B

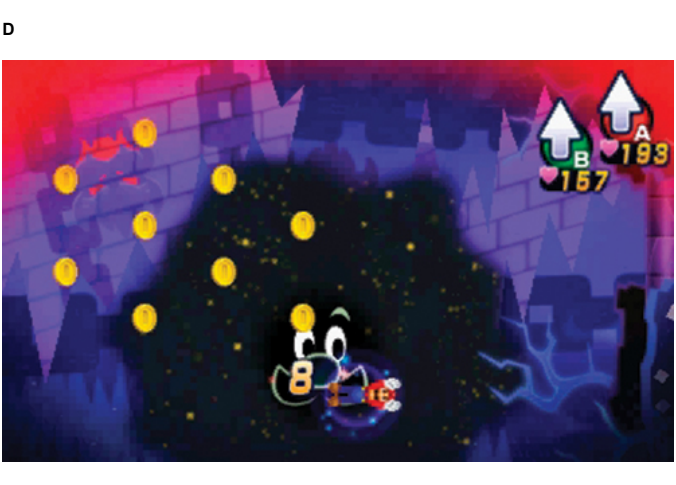


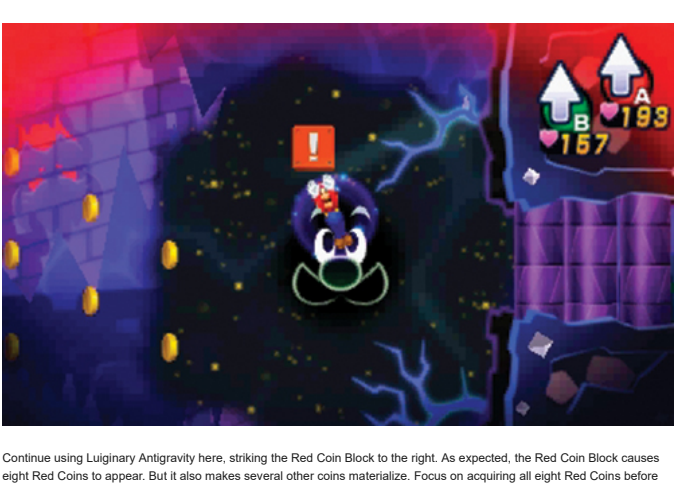
Upon entering this room, Kamek can be seen exiting through the doorway in the upper-left corner. Defeat the Mechakoopas here, then exit through the green pipe in the floor to the right.

C

Here you encounter a new Luiginary Work. On the Touch Pad, touch the red button just above Luigi's shoulder to activate Luiginary Antigravity. In the dream world this allows Mario to swim through the room, using the Circle Pad to alter his heading and Ⓐ to perform a breast stroke. Swim around the room collecting coins and striking ? Blocks. When you're finished exploring, enter the green pipe on the right side.

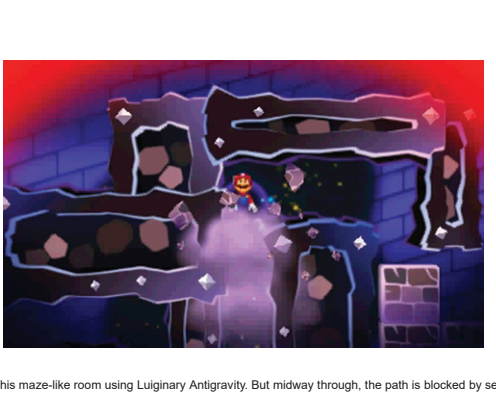
D





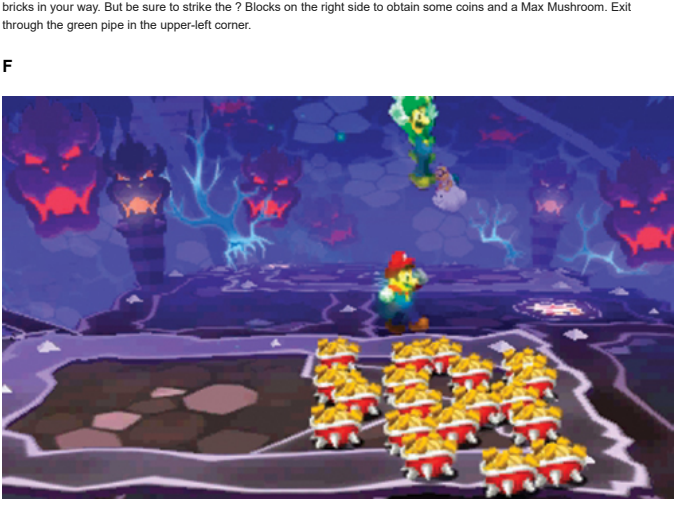
Continue using Luiginary Antigravity here, striking the Red Coin Block to the right. As expected, the Red Coin Block causes eight Red Coins to appear. But it also makes several other coins materialize. Focus on acquiring all eight Red Coins before time expires—you can collect the rest of the coins afterward. Once all eight Red Coins have been collected, an Event Block appears. Strike the Event Block to open access to the green pipe on the right side. Once you've collected all the coins in this room, enter the new green pipe.

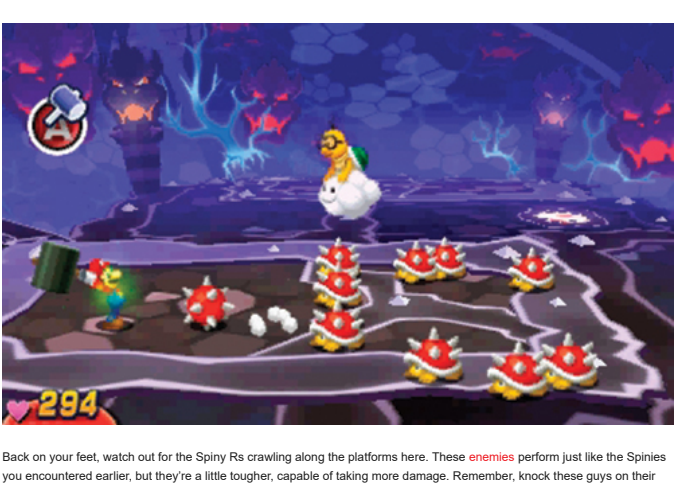
E



Swim through this maze-like room using Luiginary Antigravity. But midway through, the path is blocked by several gray bricks. Dreambert suggests pushing off the floor to gain momentum. Push against the floor with the Circle Pad, then press Ⓐ to launch Mario upward through the bricks. Continue pushing off the ceiling, walls, and floor to smash through the remaining bricks in your way. But be sure to strike the ? Blocks on the right side to obtain some coins and a Max Mushroom. Exit through the green pipe in the upper-left corner.

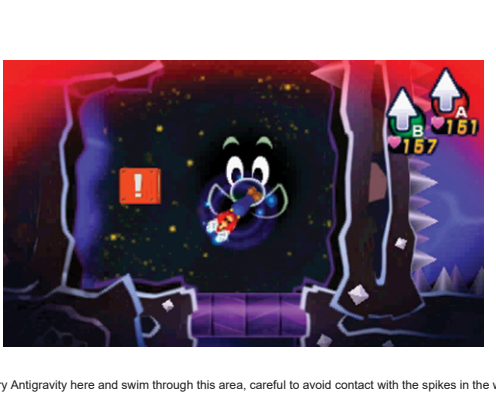
F





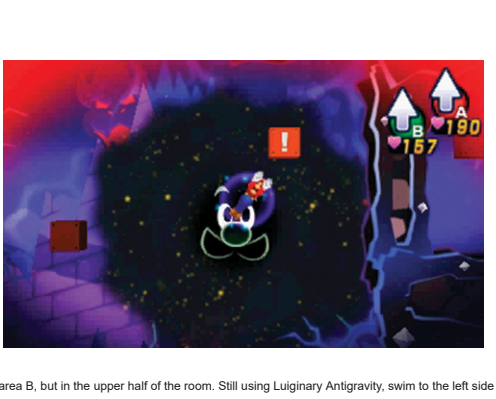
Back on your feet, watch out for the Spiny Rs crawling along the platforms here. These enemies perform just like the Spinies you encountered earlier, but they're a little tougher, capable of taking more damage. Remember, knock these guys on their backs using a Hammer attack, then follow up by performing a Jump attack while their bellies are exposed. Don't be surprised if these Spiny Rs are joined by a Lakitu R. Remember, hit back the Spinies that the Lakitu Rs throw at you, but don't strike the incoming Mushrooms. Once you've eliminated the Spiny Rs and Mechakoopas in this area, enter the green pipe on the upper right.

G



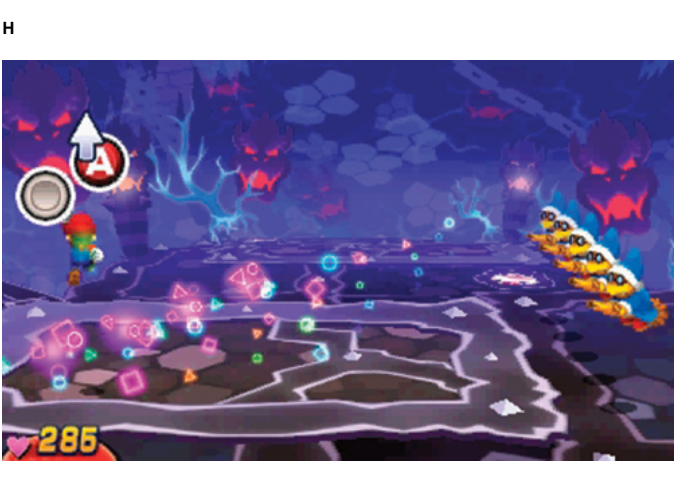
Initiate Luiginary Antigravity here and swim through this area, careful to avoid contact with the spikes in the walls, floor, and ceiling. Take it slow and steady, swimming toward the Event Block on the left side—this opens a series of gates in the room. Ignore the bricks lining the floor here and make a beeline for the pipe in the lower-left corner to exit.

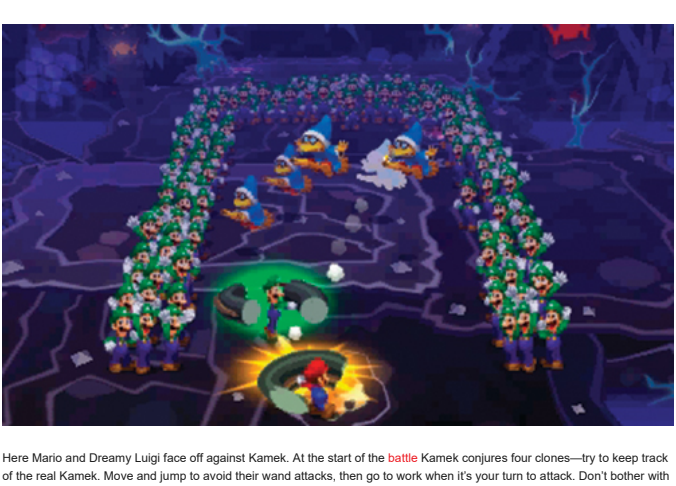
B



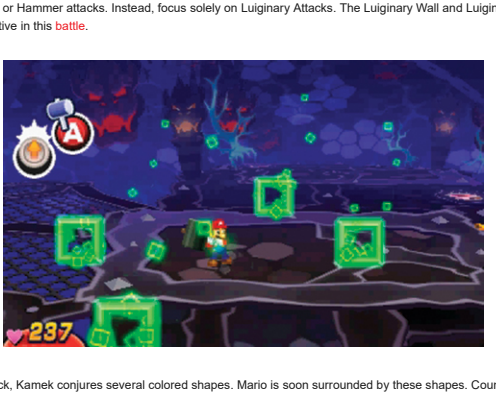
You're back in area B, but in the upper half of the room. Still using Luiginary Antigravity, swim to the left side of the room, engaging a Lakitu R along the way. Swim toward the Event Block on the left side to open a gate blocking the doorway Kamek entered earlier. With the gate lowered, swim to the doorway and disengage Luiginary Antigravity—Mario must be on his feet to enter the door. Consider replenishing your HP and BP before passing through this door—Kamek is waiting on the other side.

H

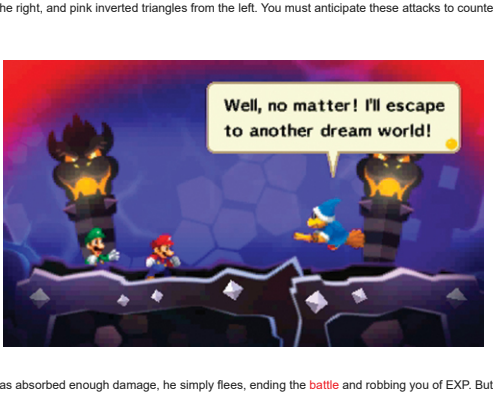




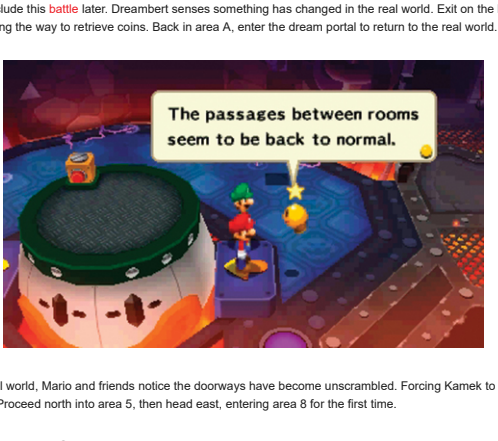
Here Mario and Dreamy Luigi face off against Kamek. At the start of the battle Kamek conjures four clones—try to keep track of the real Kamek. Move and jump to avoid their wand attacks, then go to work when it's your turn to attack. Don't bother with standard Jump or Hammer attacks. Instead, focus solely on Luiginary Attacks. The Luiginary Wall and Luiginary Typhoon are both very effective in this battle.



In another attack, Kamek conjures several colored shapes. Mario is soon surrounded by these shapes. Counter by striking the incoming shape with your hammer. Blue circles always approach from the bottom, green squares from the top, pink triangles from the right, and pink inverted triangles from the left. You must anticipate these attacks to counter with your hammer.

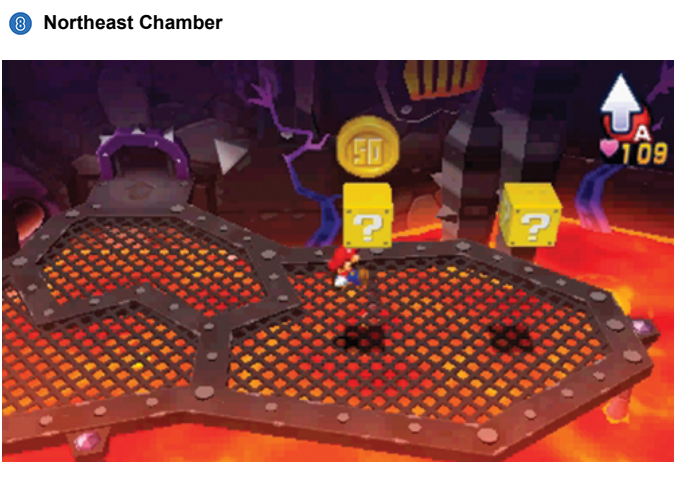


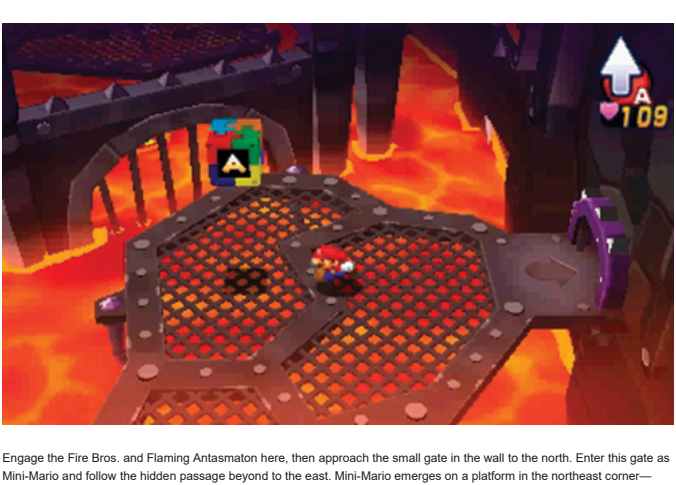
Once Kamek has absorbed enough damage, he simply flees, ending the battle and robbing you of EXP. But you'll get a chance to conclude this battle later. Dreambert senses something has changed in the real world. Exit on the left side, striking the ? Block along the way to retrieve coins. Back in area A, enter the dream portal to return to the real world.



Back in the real world, Mario and friends notice the doorways have become unscrambled. Forcing Kamek to retreat did some good after all. Proceed north into area 5, then head east, entering area 8 for the first time.

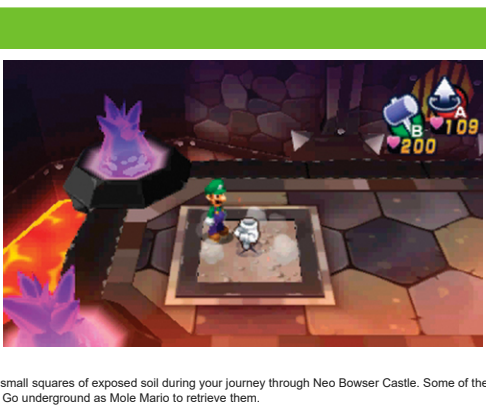
⑧ Northeast Chamber





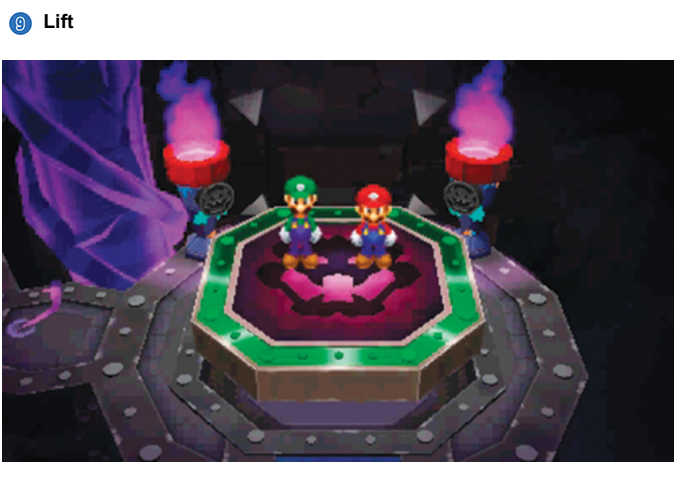
Engage the Fire Bros. and Flaming Antasmaton here, then approach the small gate in the wall to the north. Enter this gate as Mini-Mario and follow the hidden passage beyond to the east. Mini-Mario emerges on a platform in the northeast corner—strike the ? Blocks here to retrieve coins and a Max Syrup Jar. Return to the hidden passage and continue following it to the east. The passage wraps around along the eastern wall, allowing Mini-Mario to reach the Attack Piece on the eastern platform. With the Attack Piece in hand, exit back out to area 5, then head north into area 9.

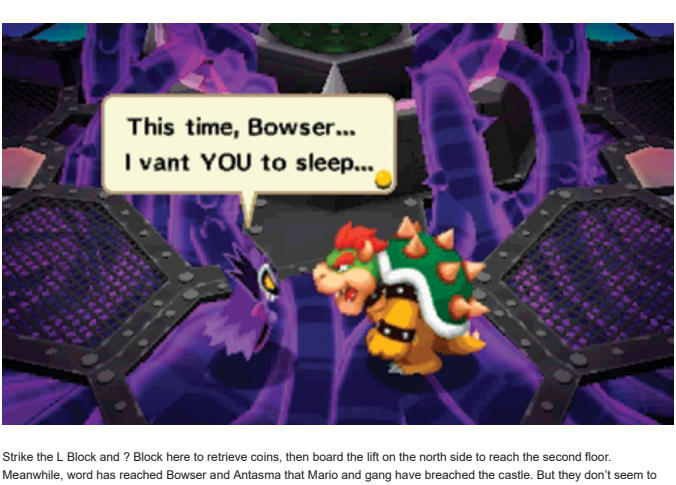
Tip



Look for these small squares of exposed soil during your journey through Neo Bowser Castle. Some of these areas contain beans. Go underground as Mole Mario to retrieve them.

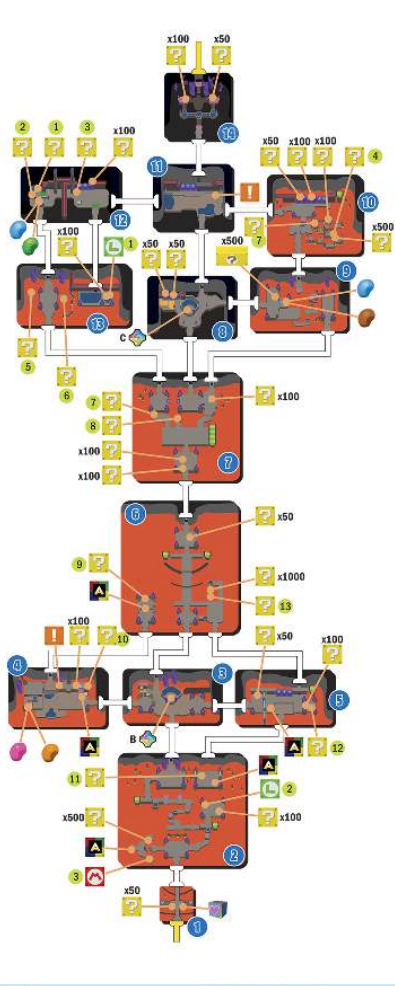
⑨ Lift





Strike the L Block and ? Block here to retrieve coins, then board the lift on the north side to reach the second floor. Meanwhile, word has reached Bowser and Antasma that Mario and gang have breached the castle. But they don't seem to be too worried. Instead, they focus on their plans for conquering the world. For the next phase of their plan, Antasma wants to use Bowser's dream energy to draw more power.

Neo Bowser Castle 2F



SUMMARY

Enemies:
Flaming Antasmaton
Inky Piranha Plant
Chain Chomp
Walker Guy
Fire Bro
Shy Guy Airtub R
Shy Guy R

Attack Pieces: 5

Pi'illos: 0

Beans: 6

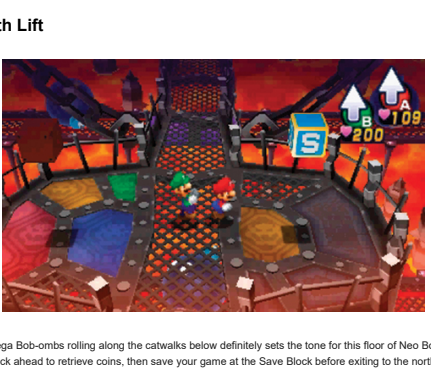
Items/Gear Legend

1 1-Up Deluxe
2 Max Syrup Jar
3 Ultra Nut
4 Max Mushroom
5 Secret Box
6 Refreshing Herb
7 Max Candy
8 Max Syrup Jar
9 Gold Statue
10 Secret Box
11 Max Syrup Jar
12 Max Nut
13 1-Up Deluxe

MAP LEGEND

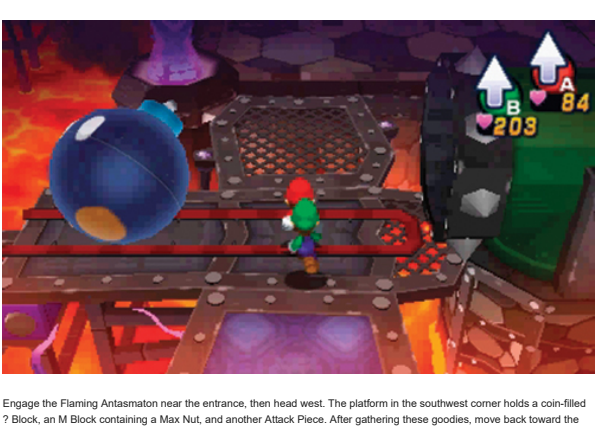
Real World Location
? Block
M Block
Shop
L Block
Bros. Block
Event Block
Random Block
Save Block
Camera Block
Pi'illo
Bros. Bean
Defense Bean
Heart Bean
Power Bean
Speed Bean
Stache Bean
Portal
Warp Pipe
Attack Piece

① South Lift



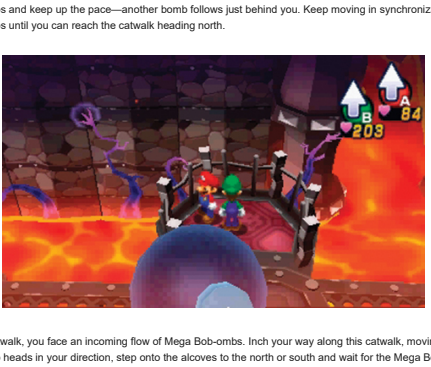
The sight of Mega Bob-ombs rolling along the catwalks below definitely sets the tone for this floor of Neo Bowser Castle. Strike the ? Block ahead to retrieve coins, then save your game at the Save Block before exiting to the north.

② Mega Bob-omb Conveyance (South)



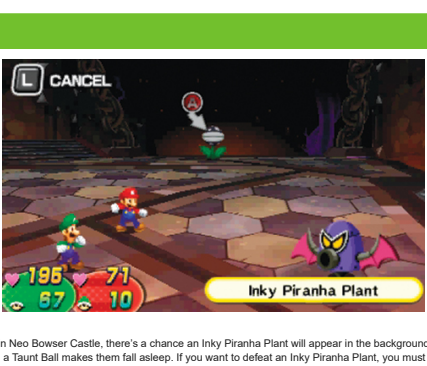
Engage the Flaming Antasmaton near the entrance, then head west. The platform in the southwest corner holds a coin-filled ? Block, an M Block containing a Max Nut, and another Attack Piece. After gathering these goodies, move back toward the entrance and follow the catwalk to the east. When you come to the first intersection, avoid contact with the Mega Bob-ombs, but keep moving north. The platform on the east side of the room holds an L Block with a Max Syrup Jar and a ? Block with more coins.

Now it's time to follow those bombs, moving west along the next catwalk. Step onto the catwalk just behind one of the rolling Mega Bob-ombs and keep up the pace—another bomb follows just behind you. Keep moving in synchronization with the two Mega Bob-ombs until you can reach the catwalk heading north.



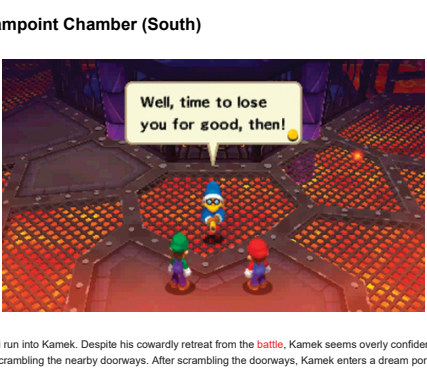
On the next catwalk, you face an incoming flow of Mega Bob-ombs. Inch your way along this catwalk, moving west. As a Mega Bob-omb heads in your direction, step onto the alcoves to the north or south and wait for the Mega Bob-ombs to pass before resuming your advance. There are occasional gaps in the flow of Mega Bob-ombs here—wait for two Mega Bob-ombs to pass by, then make your move to the west. Keep moving west until you reach the next catwalk, heading north. Ball Hop up to the next platform, then battle another Flaming Antasmaton before exiting to the north. The Attack Piece on the northeast platform in this room can only be reached from area 5—come back later to collect it.

Tip

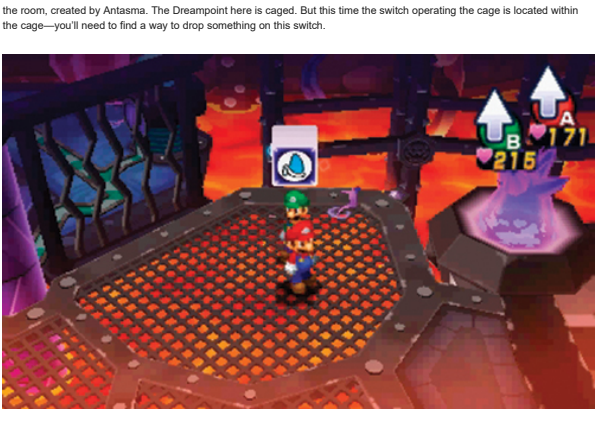


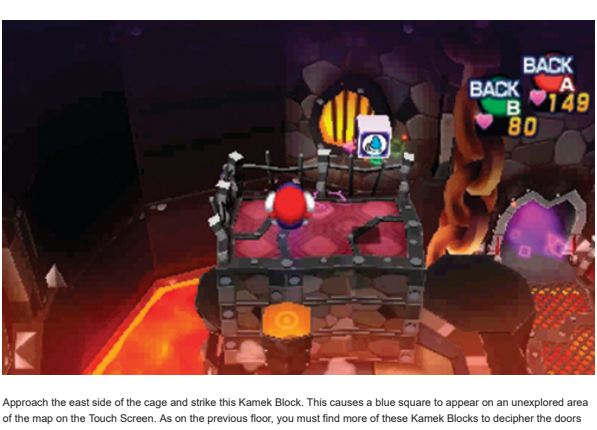
During battles in Neo Bowser Castle, there's a chance an Inky Piranha Plant will appear in the background. Striking these foes with a Taunt Ball makes them fall asleep. If you want to defeat an Inky Piranha Plant, you must strike it with three Taunt Balls.

③ Dreampoint Chamber (South)



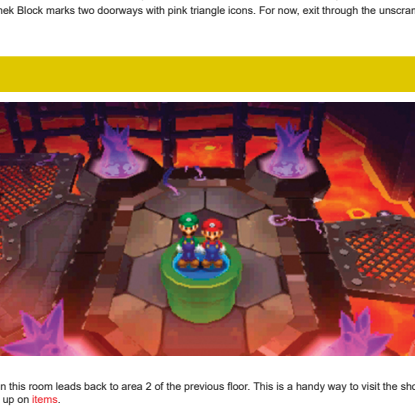
Mario and Luigi run into Kamek. Despite his cowardly retreat from the battle, Kamek seems overly confident, issuing more taunts before scrambling the nearby doorways. After scrambling the doorways, Kamek enters a dream portal in the center of the room, created by Antasma. The Dreampoint here is caged. But this time the switch operating the cage is located within the cage—you'll need to find a way to drop something on this switch.





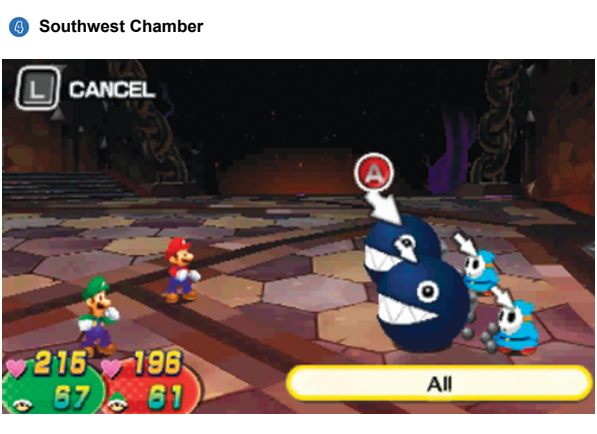
Approach the east side of the cage and strike this Kamek Block. This causes a blue square to appear on an unexplored area of the map on the Touch Screen. As on the previous floor, you must find more of these Kamek Blocks to decipher the doors here. Another Kamek Block can be found on the platform in the northeast corner—Ball Hop across a series of pillars to reach it. Striking this Kamek Block marks two doorways with pink triangle icons. For now, exit through the unscrambled door to the west.

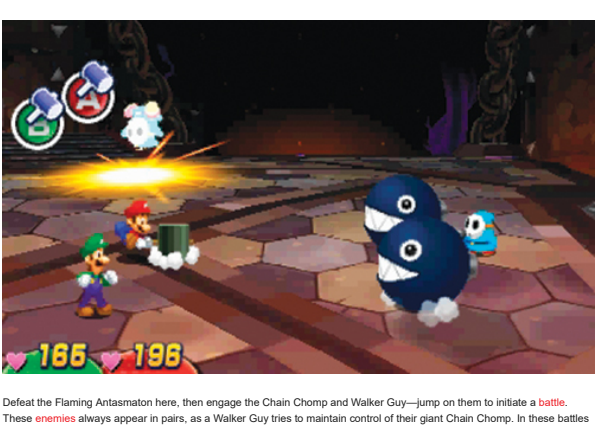
Note



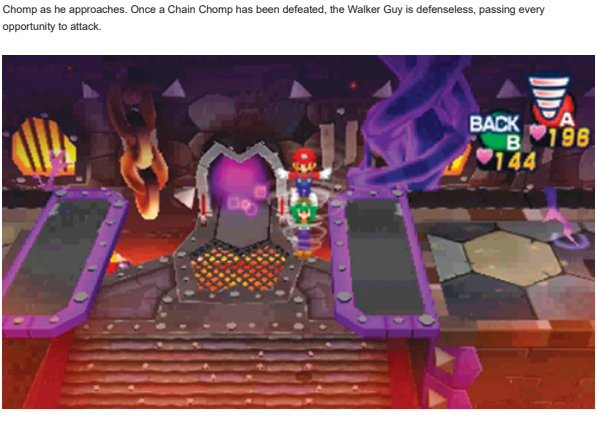
The green pipe in this room leads back to area 2 of the previous floor. This is a handy way to visit the shop outside the castle and stock up on items.

④ Southwest Chamber



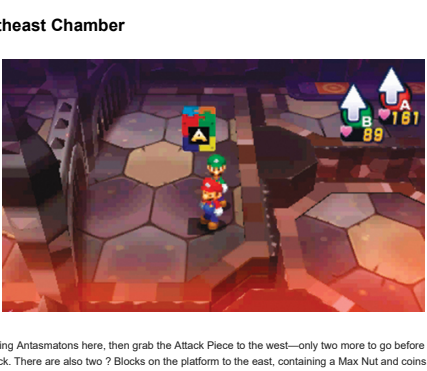


Defeat the Flaming Antasmaton here, then engage the Chain Chomp and Walker Guy—jump on them to initiate a battle. These enemies always appear in pairs, as a Walker Guy tries to maintain control of their giant Chain Chomp. In these battles target the Chain Chomps first, as they pose the biggest threat—the Walker Guys don't even attack. Fire-based attacks aren't very effective against the Chain Chomps. So consider hitting them with standard Jump attacks or Bros. Attacks, like Bomb Derby, Dropchopper, or Slingsniper. But be ready to counter the Chain Chomps as they come charging at Mario and Luigi, dragging their Walker Guy along the way. Instead of jumping over the charging Chain Chomp, jump on them to inflict moderate damage. You can even jump on the Walker Guy, potentially defeating him. Chain Chomps also fling their Walker Guy at Mario and Luigi—knock the Walker Guy out of the air with your hammer, then be ready to smack the charging Chain Chomp as he approaches. Once a Chain Chomp has been defeated, the Walker Guy is defenseless, passing every opportunity to attack.

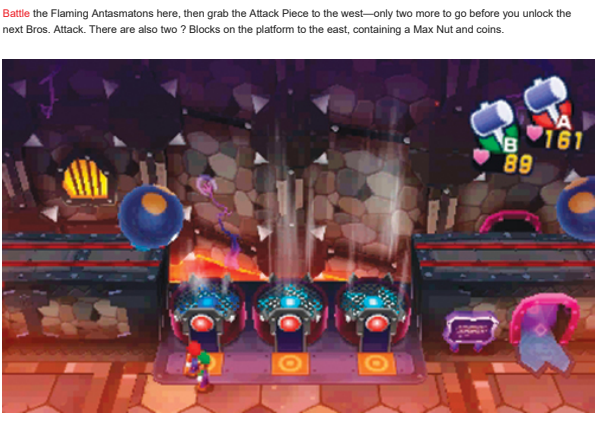


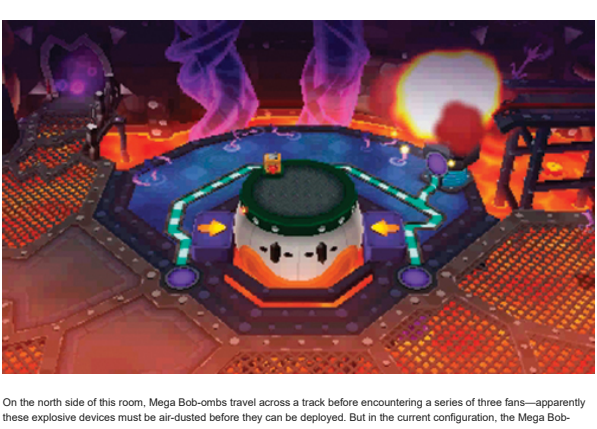
Move to the west side of the room. Here you can find a Heart Bean and Power Bean in the soil. Afterward, hop up the steps to reach the room's upper platform on the northwest side—here you encounter another Chain Chomp and Walker Guy. Spin Jump across the gap to the east to reach the platform in the northeast corner. Strike the Kamek Block here to mark two scrambled doorways with a green inverted triangle icon on the Touch Screen map. On the same platform, strike a pair of ? Blocks to obtain coins and a Secret Box. Next, follow the narrow path south of the platform to obtain another Attack Piece. Once you've gathered these items, return to the ground floor and exit through the scrambled door to the north, marked with a pink triangle—this transports you to the chamber east of the Dreampoint.

⑤ Southeast Chamber



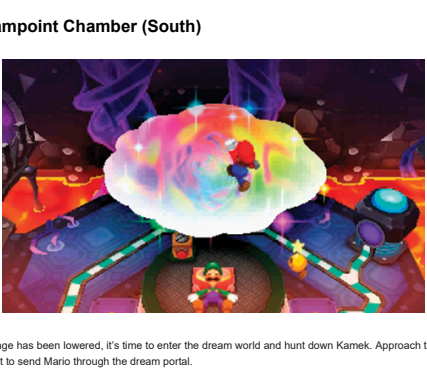
Battle the Flaming Antasmatons here, then grab the Attack Piece to the west—only two more to go before you unlock the next Bros. Attack. There are also two ? Blocks on the platform to the east, containing a Max Nut and coins.





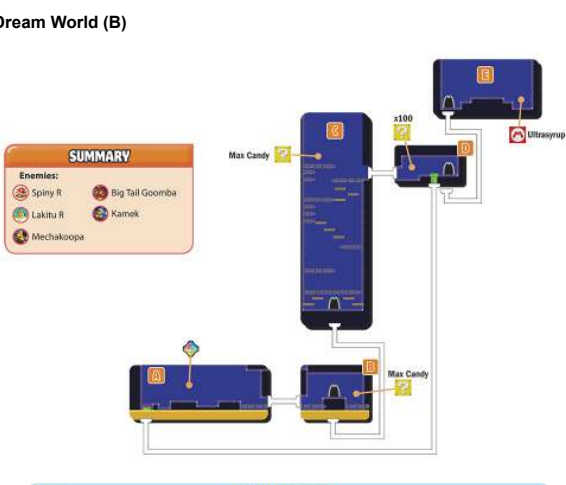
On the north side of this room, Mega Bob-ombs travel across a track before encountering a series of three fans—apparently these explosive devices must be air-dusted before they can be deployed. But in the current configuration, the Mega Bob-ombs are exploding, failing to reach the track on the west side. Strike the middle and western red switches to increase the flow of air from the corresponding fans. This helps cushion the Mega Bob-ombs, preventing them from exploding before they reach the track to the west. The first Mega Bob-omb that makes it across the western track rolls into the room in area 3, striking the switch behind the cage. This causes the cage to lower, giving you access to the Dreampoint. Enter the scrambled doorway to the north to magically return to area 3.

③ Dreampoint Chamber (South)



Now that the cage has been lowered, it's time to enter the dream world and hunt down Kamek. Approach the Junior Clown Car Dreampoint to send Mario through the dream portal.

Dream World (B)



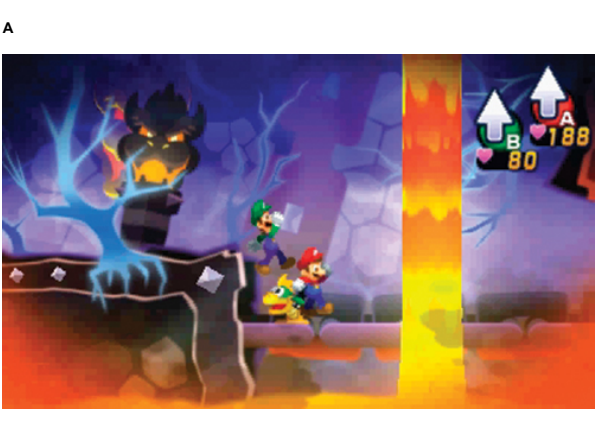
SUMMARY

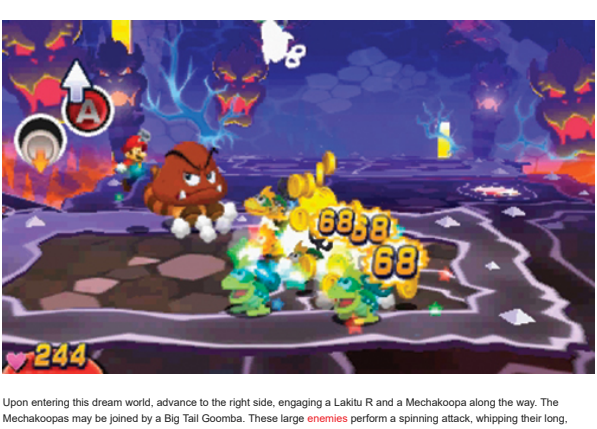
Enemies:
Spiny R
Lakitu R
Mechakoopa
Big Tail Goomba
Kamek

MAP LEGEND

Dream World Location
? Block
Shop
M Block
L Block
Save Block
Event Block
Attack Piece
Nightmare Chunk
Portal
Red Coin Block

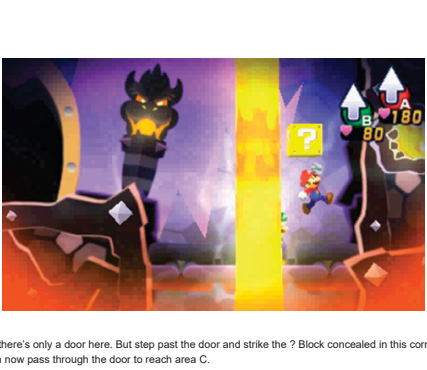
A





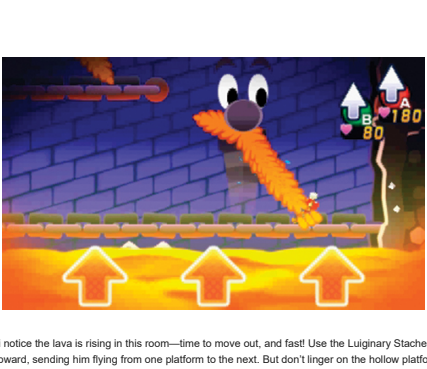
Upon entering this dream world, advance to the right side, engaging a Lakitu R and a Mechakoopa along the way. The Mechakoopas may be paired by a Big Tail Goomba. These large enemies perform a spinning attack, whipping their long, striped tail along the floor. As the Big Tail Goomba begins his attack, lure him toward you by moving up and down—do this to guide him through the large group of Mechakoopas. After the Big Tail Goomba crashes through the Mechakoopas, jump on his head to counter. Big Tail Goombas are pretty durable, but they don't pose a huge threat. So when it's your turn to attack, use Jump attacks to finish them off. But wait until all the Mechakoopas are gone before actively targeting any Big Tail Goombas—their reckless attacks actually benefit you, so it's best to keep them around as long as possible. Once you've defeated these enemies, exit to the right.

B



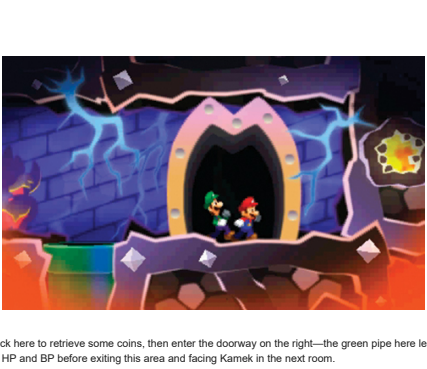
At first glance, there's only a door here. But step past the door and strike the ? Block concealed in this corner to grab a Max Candy. You can now pass through the door to reach area C.

C



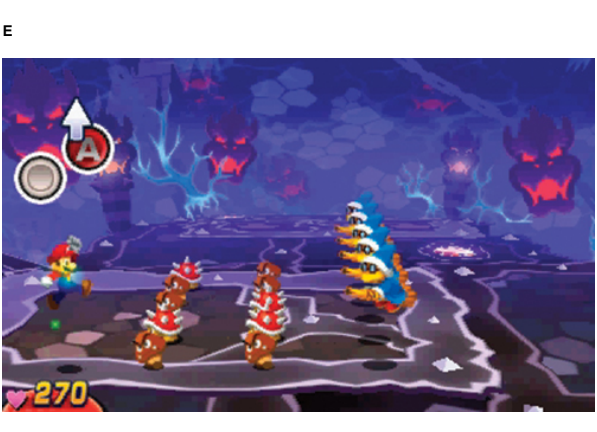
Mario and Luigi notice the lava is rising in this room—time to move out, and fast! Use the Luiginary Stache Trees here to launch Mario upward, sending him flying from one platform to the next. But don't linger on the hollow platforms—these platforms eventually fall into the lava below after Mario touches them. So keep moving to the exit on the upper right, but before exiting, grab the Max Candy in the ? Block on the platform to the left.

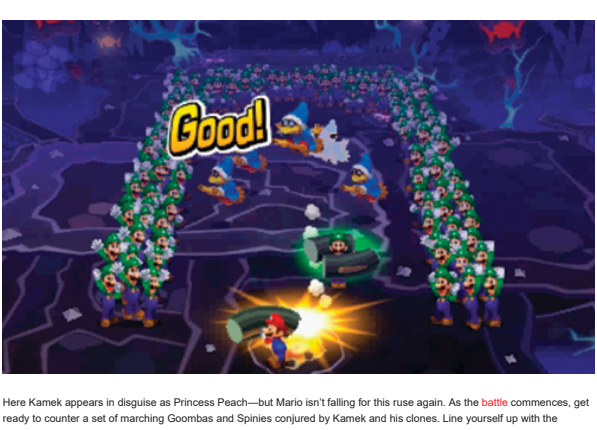
D



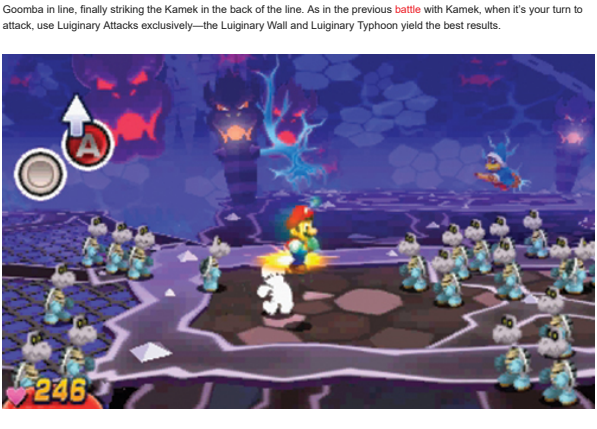
Strike the ? Block here to retrieve some coins, then enter the doorway on the right—the green pipe here leads back to area A. Replenish your HP and BP before exiting this area and facing Kamek in the next room.

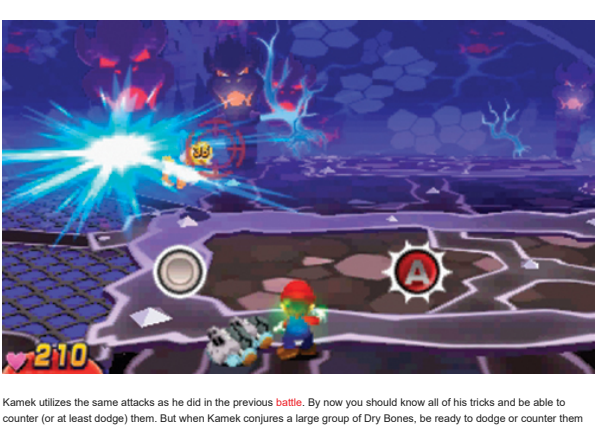
E



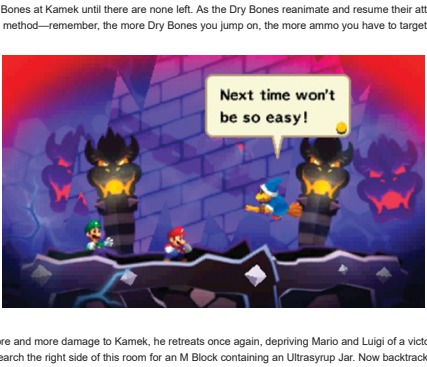


Here Kamek appears in disguise as Princess Peach—but Mario isn't falling for this ruse again. As the battle commences, get ready to counter a set of marching Goombas and Spinies conjured by Kamek and his clones. Line yourself up with the charging Goombas and jump on them to counter—hitting the first Goomba is key, causing Mario to bounce across the next Goomba in line, finally striking the Kamek in the back of the line. As in the previous battle with Kamek, when it's your turn to attack, use Luiginary Attacks exclusively—the Luiginary Wall and Luiginary Typhoon yield the best results.

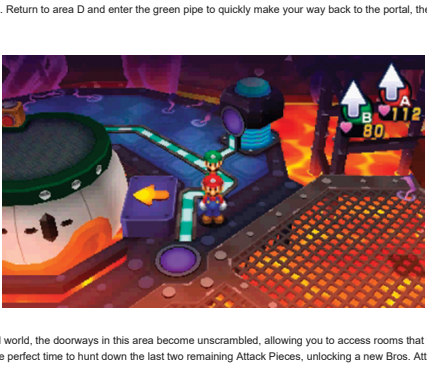




Kamek utilizes the same attacks as he did in the previous battle. By now you should know all of his tricks and be able to counter (or at least dodge) them. But when Kamek conjures a large group of Dry Bones, be ready to dodge or counter them as they surround Mario. Jump on the heads of the Dry Bones to turn them into a pile of bones. After all the Dry Bones have completed their attack, target Kamek in the background—use the Circle Pad to adjust your aim, moving the red reticle at the top of the screen. When you have Kamek targeted, press Ⓐ to make Mario kick a pile of Dry Bones at Kamek. Keep kicking the Dry Bones at Kamek until there are none left. As the Dry Bones reanimate and resume their attack, counter again using the same method—remember, the more Dry Bones you jump on, the more ammo you have to target Kamek.

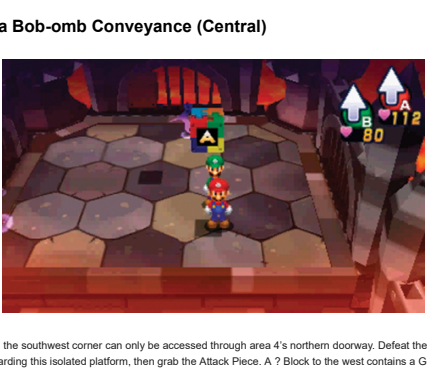


As you deal more and more damage to Kamek, he retreats once again, depriving Mario and Luigi of a victory... and EXP. After Kamek flees, search the right side of this room for an M Block containing an Ultrasyrup Jar. Now backtrack to the dream portal in area A. Return to area D and enter the green pipe to quickly make your way back to the portal, then return to the real world.

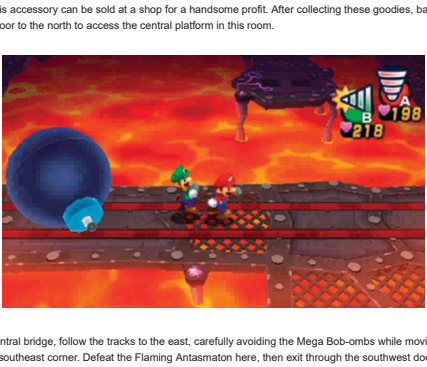


Back in the real world, the doorways in this area become unscrambled, allowing you to access rooms that were previously off limits. Now's the perfect time to hunt down the last two remaining Attack Pieces, unlocking a new Bros. Attack. Start by moving west, into area 4. Then head north, into area 6.

⑥ Mega Bob-omb Conveyance (Central)

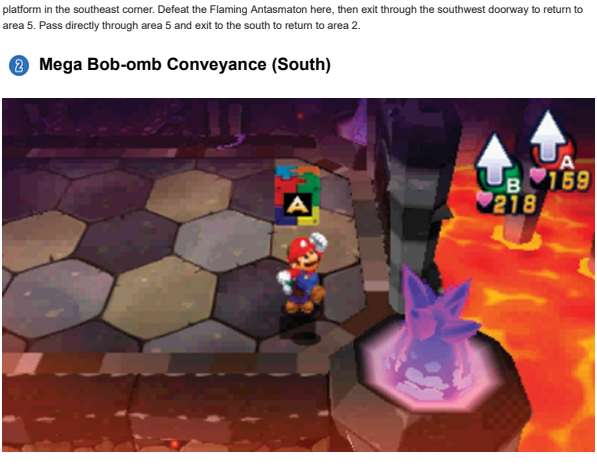


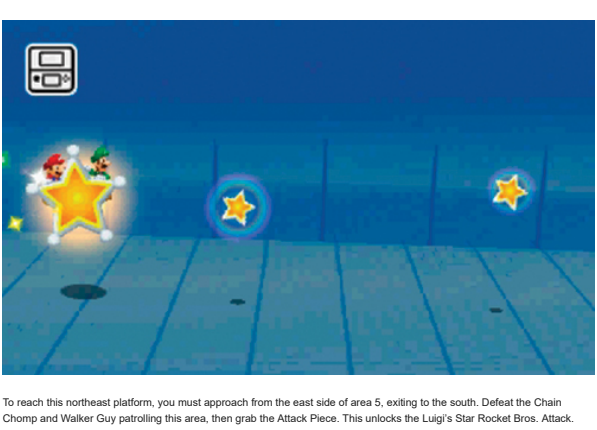
This platform in the southwest corner can only be accessed through area 4's northern doorway. Defeat the Chain Chomp and Walker Guy guarding this isolated platform, then grab the Attack Piece. A ? Block to the west contains a Gold Statue—if you don't want it, this accessory can be sold at a shop for a handsome profit. After collecting these goodies, backtrack to area 3 and enter the door to the north to access the central platform in this room.



Once on the central bridge, follow the tracks to the east, carefully avoiding the Mega Bob-ombs while moving toward the platform in the southeast corner. Defeat the Flaming Antasmaton here, then exit through the southwest doorway to return to area 5.

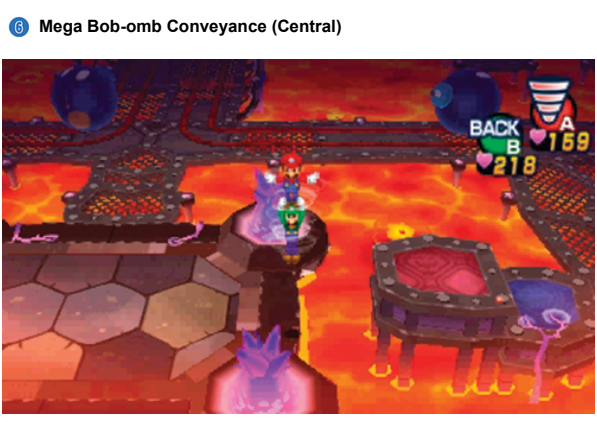
⑤ Mega Bob-omb Conveyance (South)

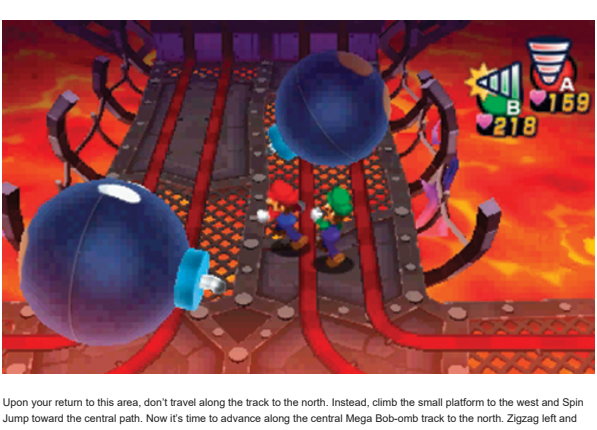




To reach this northeast platform, you must approach from the east side of area 5, exiting to the south. Defeat the Chain Chomp and Walker Guy patrolling this area, then grab the Attack Piece. This unlocks the Luigi's Star Rocket Bros. Attack. Take a moment to practice this new attack before deploying it in battle. As Mario and Luigi sit on the Star Rocket, it's your responsibility to steer it by tilting the 3DS up and down. Collect the little stars along the way to gain more power. At the end of the attack, press Ⓑ as Luigi lands on top of the targeted enemy. Follow up by pressing Ⓐ when Mario lands to inflict even more damage. This is another powerful attack and it's relatively easy to perform. But it costs 12 BP per use, so use it sparingly. Once you've practiced the Star Rocket, strike the ? Block on this platform to obtain a Max Syrup Jar. Now backtrack to area 6 to resume your advance through this floor.

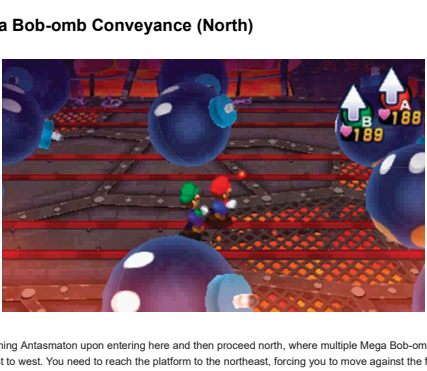
⑥ Mega Bob-omb Conveyance (Central)





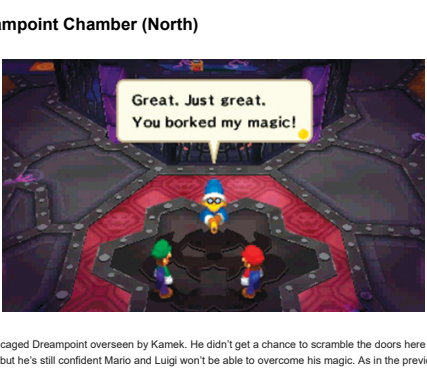
Upon your return to this area, don't travel along the track to the north. Instead, climb the small platform to the west and Spin Jump toward the central path. Now it's time to advance along the central Mega Bob-omb track to the north. Zigzag left and right to avoid the incoming Mega Bob-ombs while continuing north. To complicate matters, there are a few steps you must jump up. But just keep moving, weaving in and out of danger until you reach the platform to the north. Battle the Chain Chomp and Walker Guy here, then exit through the doorway to the north.

⑦ Mega Bob-omb Conveyance (North)



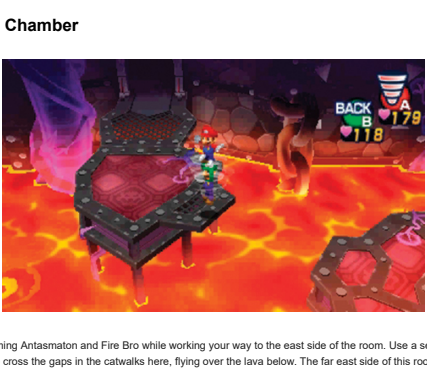
Defeat the Flaming Antasmaton upon entering here and then proceed north, where multiple Mega Bob-ombs roll along the tracks from east to west. You need to reach the platform to the northeast, forcing you to move against the flow of these Mega Bob-ombs. There are gaps in each row of Mega Bob-ombs that you must exploit while moving to the east. At times you may need to backtrack a little to avoid getting struck by a Mega Bob-omb, but do your best to keep pushing east. Once you reach the path to the northeast, head to the west and exit through the middle door to the north to enter area 8.

⑧ Dreampoint Chamber (North)



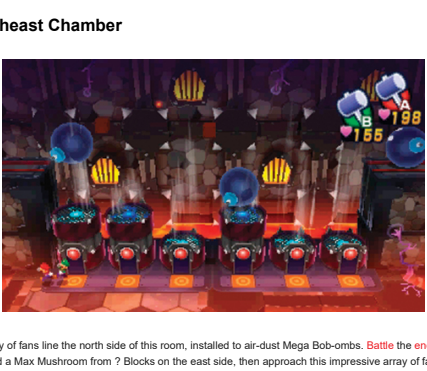
Here's another caged Dreampoint overseen by Kamek. He didn't get a chance to scramble the doors here as much as he would've liked, but he's still confident Mario and Luigi won't be able to overcome his magic. As in the previous instances, Kamek retreats behind the cage and enters a dream portal created by Antasma. The cage here is operated by a switch from within. Perhaps you can find a way to drop a Mega Bob-omb on this switch too? Start by heading through the unscrambled door on the east side.

⑨ East Chamber



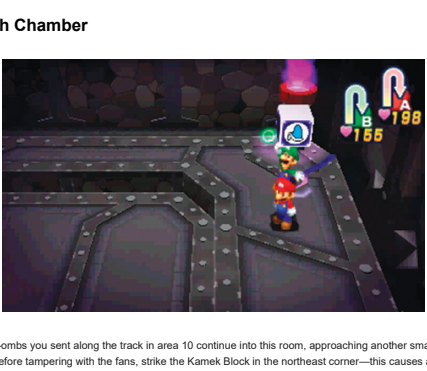
Defeat the Flaming Antasmaton and Fire Bro while working your way to the east side of the room. Use a series of Spin Jumps or Side Drills to cross the gaps in the catwalks here, flying over the lava below. The far east side of this room is inaccessible from this side of the large fence. To access this area you must approach through the northeast doorway in area 7. But for now, simply head north to reach area 10.

⑩ Northeast Chamber

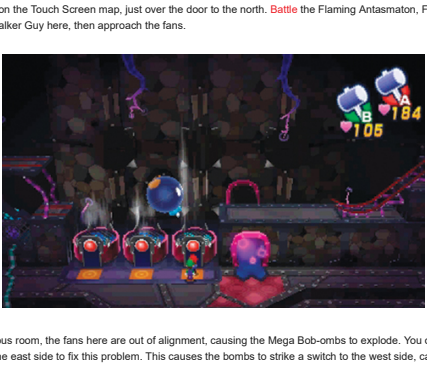


A massive array of fans line the north side of this room, installed to air-dust Mega Bob-ombs. Battle the enemies, collect some coins and a Max Mushroom from ? Blocks on the east side, then approach this impressive array of fans. In the original configuration, the Mega Bob-ombs are exploding. Use your hammer to adjust the fan speeds to strike the ? Blocks above—both contain coins. Now work on getting the Mega Bob-ombs to the track on the west side. Adjust the fan speeds as follows, from right to left: high, high, low, high, low, high. Now that the Mega Bob-ombs are traveling along the track, enter the doorway to the west to reach area 11.

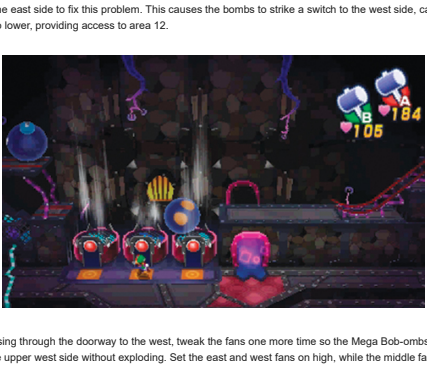
⑪ North Chamber



The Mega Bob-ombs you sent along the track in area 10 continue into this room, approaching another small array of air-dusting fans. Before tampering with the fans, strike the Kamek Block in the northeast corner—this causes a pink diamond icon to appear on the Touch Screen map, just over the door to the north. Battle the Flaming Antasmaton, Fire Bro, Chain Chomp, and Walker Guy here, then approach the fans.

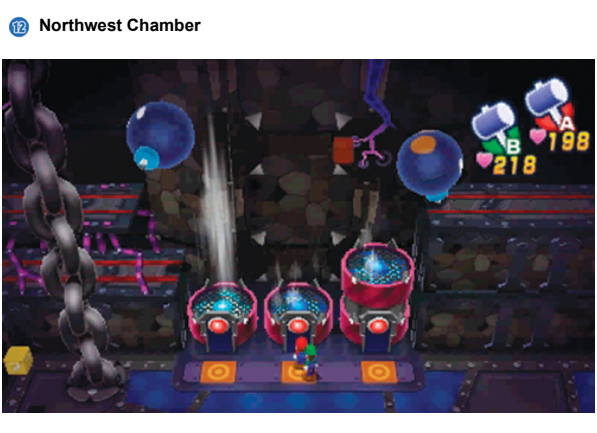


As in the previous room, the fans here are out of alignment, causing the Mega Bob-ombs to explode. You only need to strike the switch on the east side to fix this problem. This causes the bombs to strike a switch to the west side, causing the gate on the west side to lower, providing access to area 12.

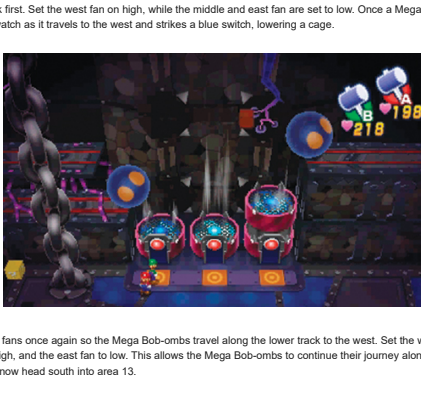


But before passing through the doorway to the west, tweak the fans one more time so the Mega Bob-ombs can safely reach the track on the upper west side without exploding. Set the east and west fans on high, while the middle fan is set to the low setting. This allows the Mega Bob-ombs to move along the track into area 12. Follow them by passing through the door on the west side.

⑫ Northwest Chamber

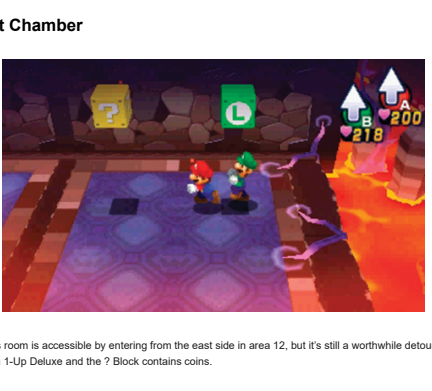


Clear out the enemies here, then approach the three fans on the north wall. Once again, these fans are out of alignment, causing the Mega Bob-ombs to explode. There are two tracks on the west side you need to get Mega Bob-ombs on. Focus on the top track first. Set the west fan on high, while the middle and east fan are set to low. Once a Mega Bob-omb reaches the top track, watch as it travels to the west and strikes a blue switch, lowering a cage.

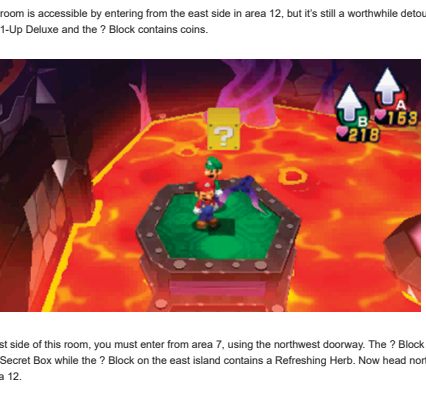


Now adjust the fans once again so the Mega Bob-ombs travel along the lower track to the west. Set the west fan to low, the middle fan to high, and the east fan to low. This allows the Mega Bob-ombs to continue their journey along the tracks into area 8. But for now head south into area 13.

⑬ West Chamber

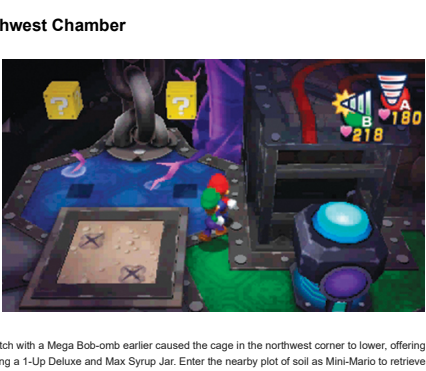


Only half of this room is accessible by entering from the east side in area 12, but it's still a worthwhile detour. The L Block here contains a 1-Up Deluxe and the ? Block contains coins.



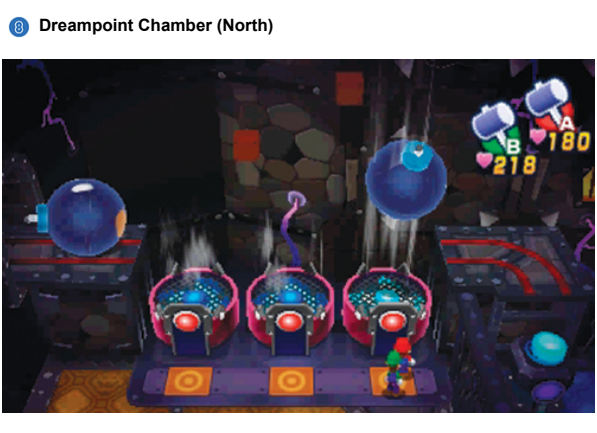
To reach the west side of this room, you must enter from area 7, using the northwest doorway. The ? Block on the west island here contains a Secret Box while the ? Block on the east island contains a Refreshing Herb. Now head north to access the west side of area 12.

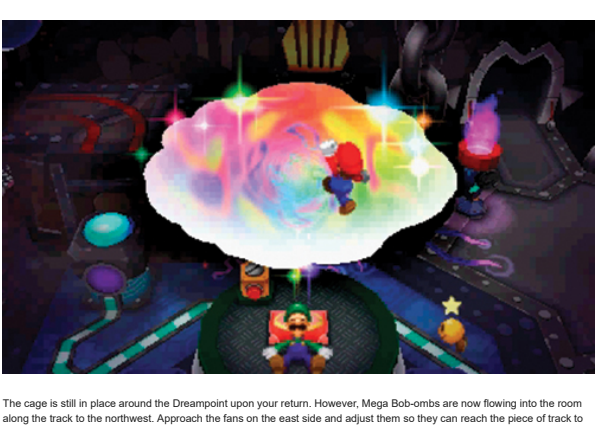
⑫ Northwest Chamber



Striking the switch with a Mega Bob-omb earlier caused the cage in the northwest corner to lower, offering access to two ? Blocks containing a 1-Up Deluxe and Max Syrup Jar. Enter the nearby plot of soil as Mini-Mario to retrieve a Speed Bean and Bros. Bean. Now backtrack to area 8—it's time to enter the dream world again.

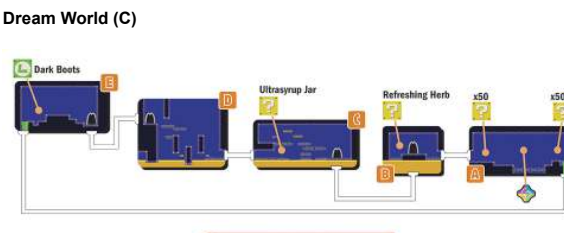
⑧ Dreampoint Chamber (North)





The cage is still in place around the Dreampoint upon your return. However, Mega Bob-ombs are now flowing into the room along the track to the northwest. Approach the fan on the east side and adjust them so they can reach the piece of track to the east. First, turn the fans on high to strike the ? Blocks above, both containing coins. Next, set the west and middle fans to low and the east fan to high. This allows a Mega Bob-omb to reach the switch, causing the cage to lower around the Dreampoint. Step up to the Junior Clown Car Dreampoint and enter the dream world.

Dream World (C)



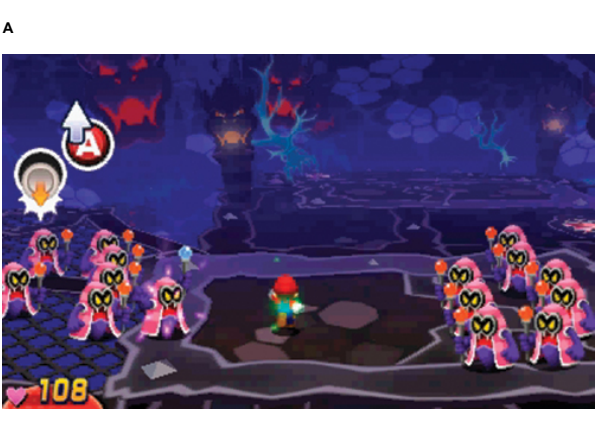
SUMMARY

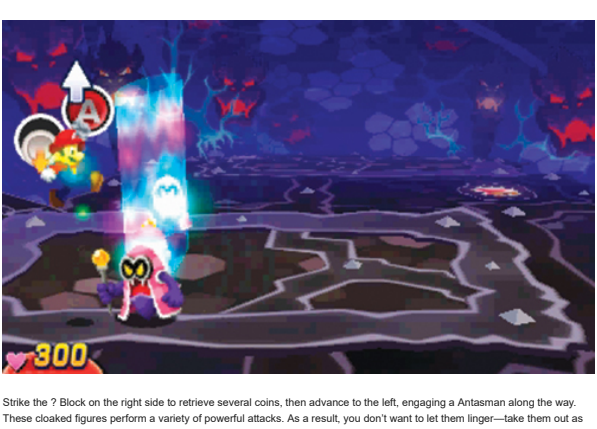
Enemies:
Antasman
Kamek (Green)
Kamek (Red)
Kamek (White)
Kamek

MAP LEGEND

Dream World Location
? Block
Shop
M Block
L Block
Save Block
Event Block
Attack Piece
Nightmare Chunk
Portal
Red Coin Block

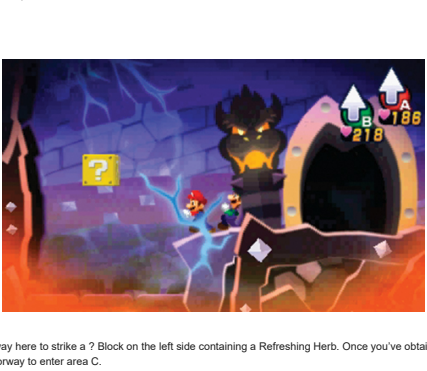
A





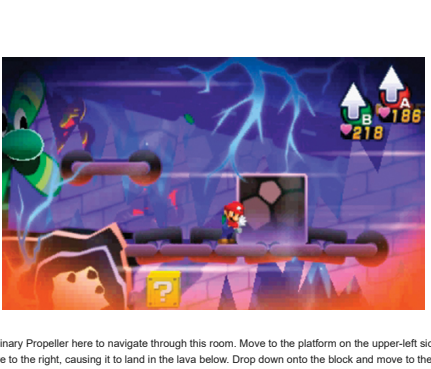
Strike the ? Block on the right side to retrieve several coins, then advance to the left, engaging a Antasman along the way. These cloaked figures perform a variety of powerful attacks. As a result, you don't want to let them linger—take them out as fast as possible, preferably with a Luiginary Attack, like the Luiginary Wall or Luiginary Typhoon. In one of their most common attacks, they flank Mario on both sides. Move out of the way as one of the Antasmans steps forward and raises his wand—jump over the purple bolt of energy that shoots from the wand, causing it to strike other Antasmans on the other side. Antasmans also have a charging attack, approaching Mario with impenetrable energy barriers—don't let these hit you. Instead, maneuver to avoid the energy barrier, hopping on one of the Antasmans on its flanks. Keep hammering the Antasmans with Luiginary Attacks until they're all defeated, netting Mario and Dreamy Luigi plenty of EXP. After the battle with the Antasmans, exit to the left.

B



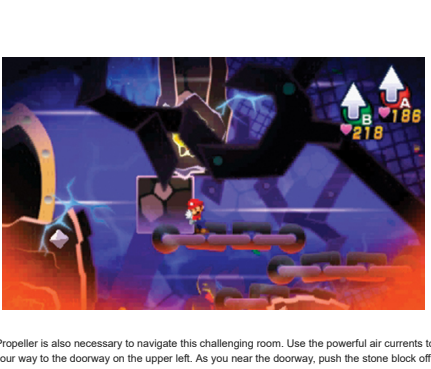
Pass the doorway here to strike a ? Block on the left side containing a Refreshing Herb. Once you've obtained this item, pass through the doorway to enter area C.

C



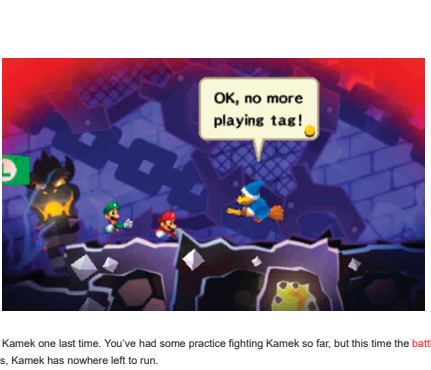
Initiate the Luiginary Propeller here to navigate through this room. Move to the platform on the upper-left side and push the stone block here to the right, causing it to land in the lava below. Drop down onto the block and move to the left, striking a ? Block on the way out to obtain a Ultrasyrup Jar.

D



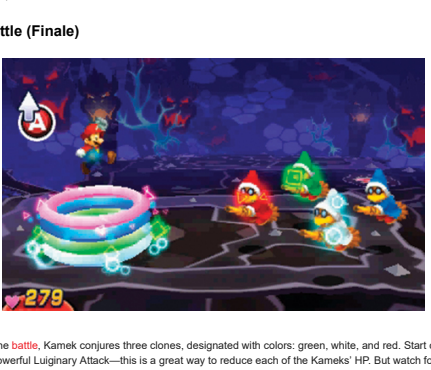
The Luiginary Propeller is also necessary to navigate this challenging room. Use the powerful air currents to scale the walls while working your way to the doorway on the upper left. As you near the doorway, push the stone block off the ledge to the left, then leap to the doorway. If you fall during the jump, cling to the wall on the left and scale it to reach the doorway. Before entering the door, replenish your HP and BP—Kamek is waiting on the other side.

E



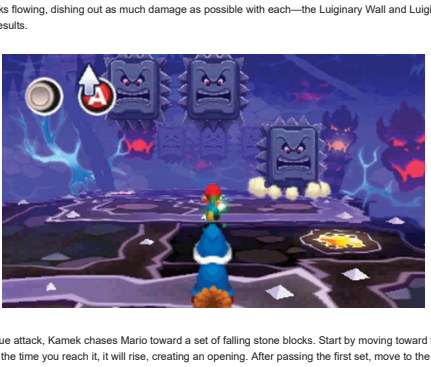
It's time to face Kamek one last time. You've had some practice fighting Kamek so far, but this time the battle will end with a clear victor. Plus, Kamek has nowhere left to run.

Kamek Battle (Finale)

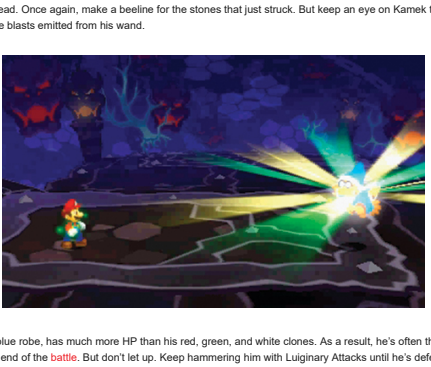


At the start of the battle, Kamek conjures three clones, designated with colors: green, white, and red. Start off the battle by performing a powerful Luiginary Attack—this is a great way to reduce each of the Kameks' HP. But watch for their upcoming ring attack. When Mario is encased in four rings, watch as the rings expand and contract—jump up as the rings contract to avoid taking damage.

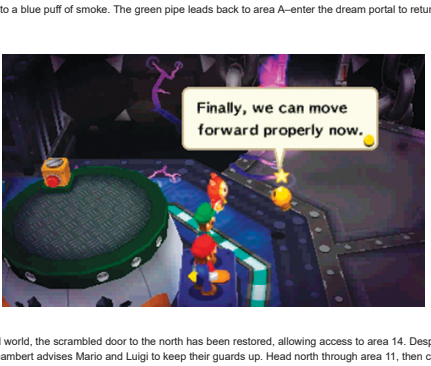
Kamek (Red) performs a giant broom attack, requiring Mario to move around to avoid getting swept away. Use the Circle Pad to move up, down, left, or right—Mario automatically returns to the center of the floor after each evasive maneuver. Watch the erratic movements of the broom and do your best to avoid getting struck with it. When it's your turn to attack, keep the Luiginary Attacks flowing, dishing out as much damage as possible with each—the Luiginary Wall and Luiginary Typhoon yield the best results.



In another unique attack, Kamek chases Mario toward a set of falling stone blocks. Start by moving toward the block that struck first—by the time you reach it, it will rise, creating an opening. After passing the first set, move to the middle and watch the next set ahead. Once again, make a beeline for the stones that just struck. But keep an eye on Kamek too and be ready to jump over the blasts emitted from his wand.

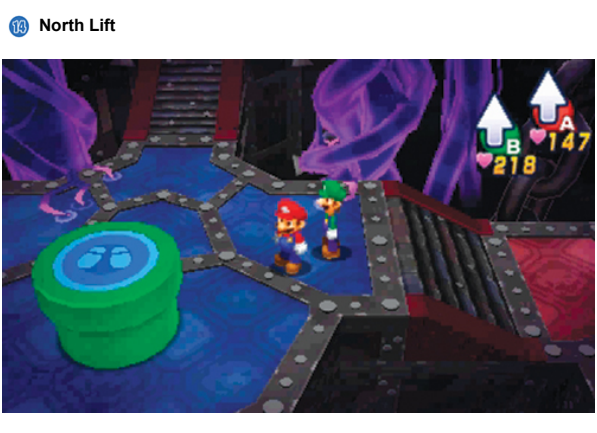


Kamek, in the blue robe, has much more HP than his red, green, and white clones. As a result, he's often the last one standing at the end of the battle. But don't let up. Keep hammering him with Luiginary Attacks until he's defeated. Beating Kamek in battle nets you Mushroom Gloves and 500 coins. After the battle, strike the nearby L Block to retrieve Dark Boots, then exit through the green pipe to the left. As Mario and Luigi exit, Kamek can be seen picking himself up off the ground and disappearing into a blue puff of smoke. The green pipe leads back to area A—enter the dream portal to return to the real world.



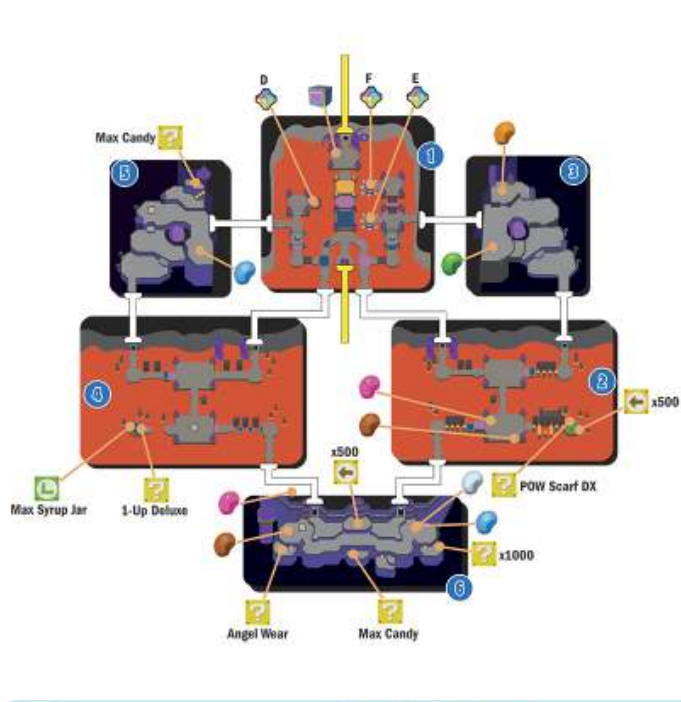
Back in the real world, the scrambled door to the north has been restored, allowing access to area 14. Despite your recent successes, Dreambert advises Mario and Luigi to keep their guards up. Head north through area 11, then continue north into area 14.

⑭ North Lift



The lift on the north side of this room leads up to the castle's third floor. But before boarding the lift, strike the ? Blocks here to retrieve coins. There's also a green pipe here leading back to area 2 on the first floor. Now might be a good time to return to the shop outside the castle and stock up on items. But if you're feeling ready for the challenges ahead, board the lift to the north.

Neo Bowser Castle 3F



SUMMARY

Enemies:
- Flaming Antasmaton
- Fire Bro
- Chain Chomp
- Walker Guy
- Inky Piranha Plant
- Shy Guy Airtub R
- Shy Guy R

Attack Pieces: 0

Pi'llos: 0

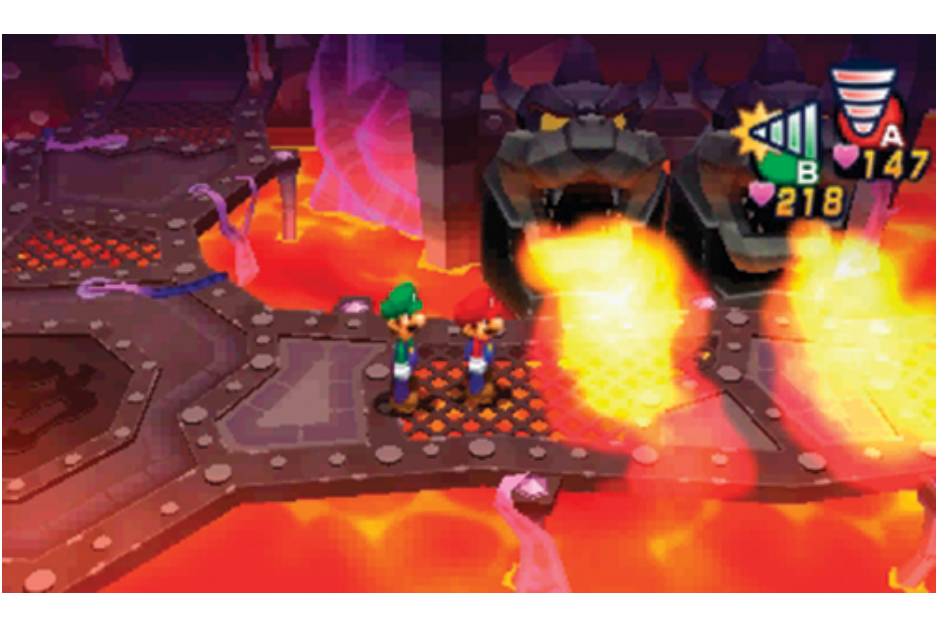
Beans: 9

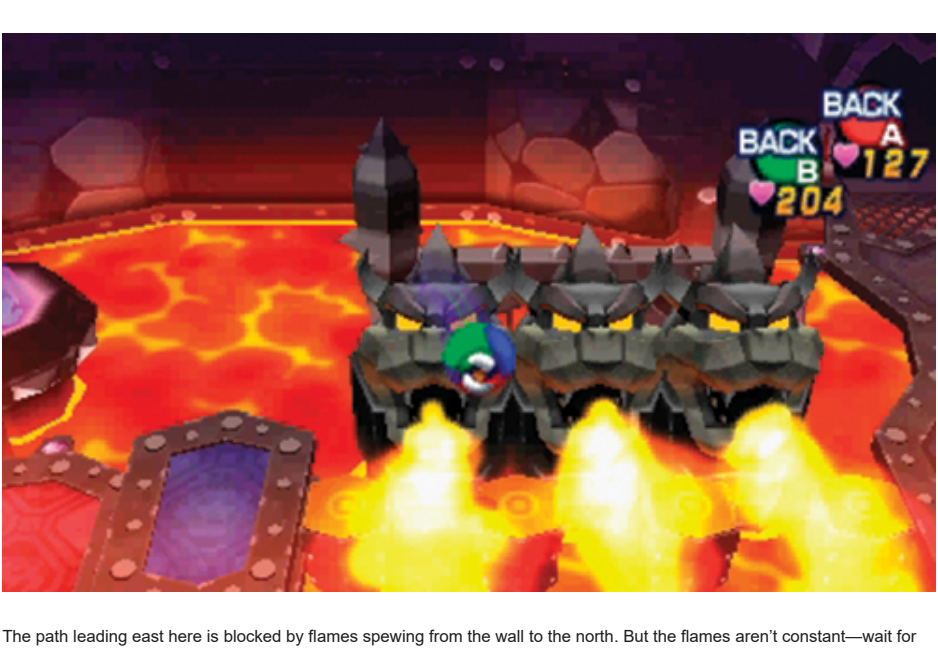
MAP LEGEND
- 10 Real World Location
- ? Block
- M Block
- Shop
- L Block
- Bros. Block
- Event Block
- Random Block
- Save Block
- Camera Block
- Pi'llo
- Bros. Bean
- Defense Bean
- Heart Bean
- Power Bean
- Speed Bean
- Stache Bean
- Portal
- Warp Pipe
- Attack Piece

① North Chamber

As Mario and Luigi step off the lift, Dreambert can sense Antasma's presence through the doorway to the north. But the path ahead is blocked by three purple flames, originating in the dream world. Dreambert suggests looking for Dreampoints near each of the flames—you'll need to enter the dream world to extinguish all three flames, clearing the path to Antasma. Start by moving to the east side, exiting through the door to the southeast.

② East Chamber





The path leading east here is blocked by flames spewing from the wall to the north. But the flames aren't constant—wait for them to stop, and then Side Drill to the east. This is the quickest method to cross this area before the flames reactivate. Engage the Flaming Antasmaton on the adjoining platform, then continue east. The constant flame barriers here move up and down. Ball Hop between the flames as they move downward, landing on a small pillar. After landing, wait for the flames to go down again before making your next move. Continue in this fashion until reaching the catwalk in the northeast corner—exit to the north. Come back to this room later to search the south side.

③ Northeast Ramparts

The exterior rooftop portion of the castle is crawling with enemies, ideal for gaining EXP. Battle the Flaming Antasmatons, Fire Bro, Chain Chomp, and Walker Guy here, then search two plots of soil here for a Power Bean and Bros. Bean. Once this area is clear of enemies (and beans) exit to the west, returning back to area 1.

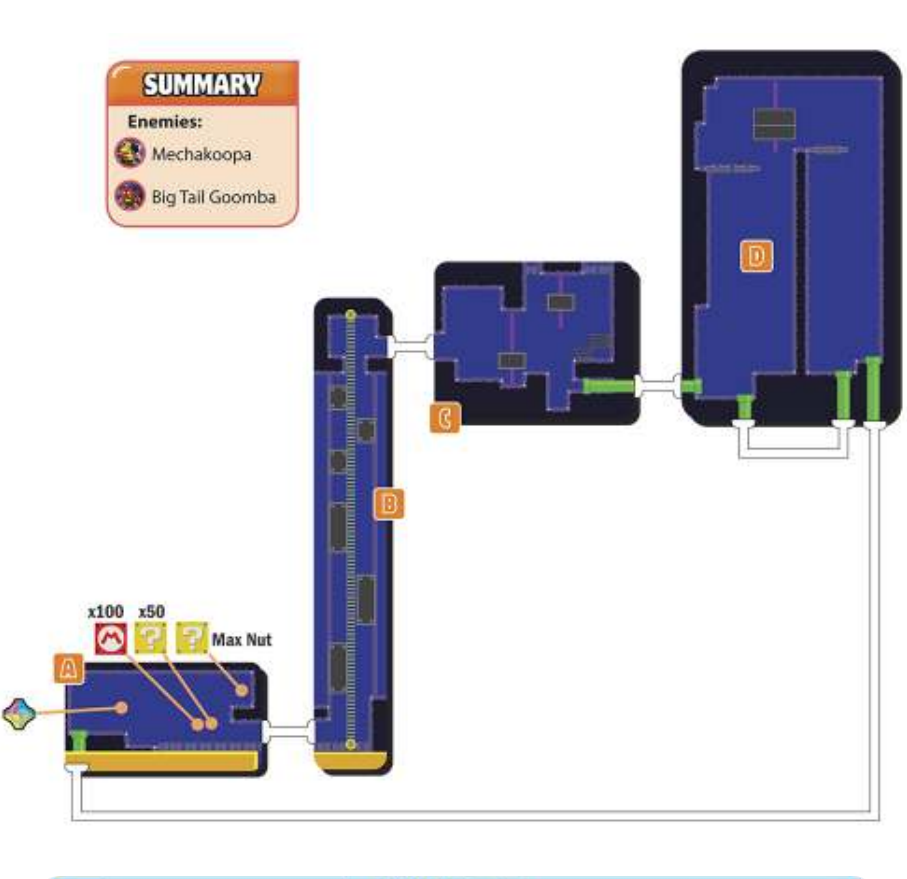
① North Chamber

It's time to extinguish one of those flames. Approach the Dreampoint on the northern end of the eastern platform and enter the dream world.

Dream World (F)

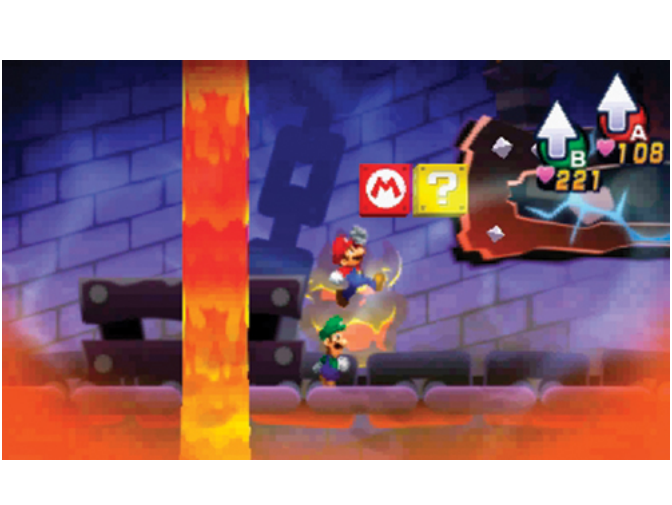
SUMMARY

Enemies:
- Mechakoopa
- Big Tail Goomba



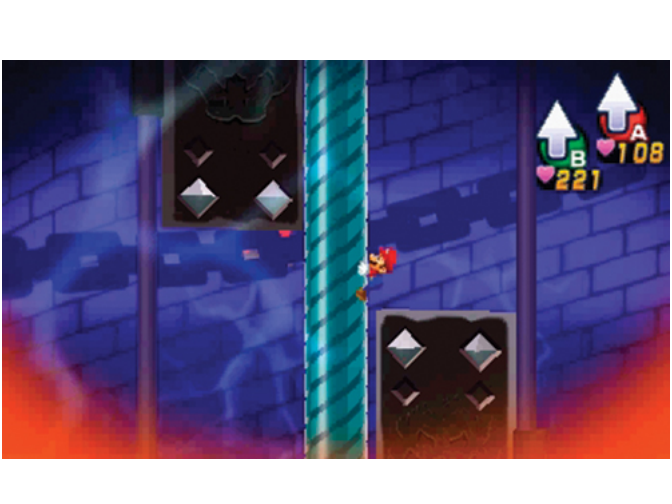
MAP LEGEND
- A Dream World Location
- ? Block
- Shop
- M Block
- L Block
- Save Block
- Event Block
- Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

A



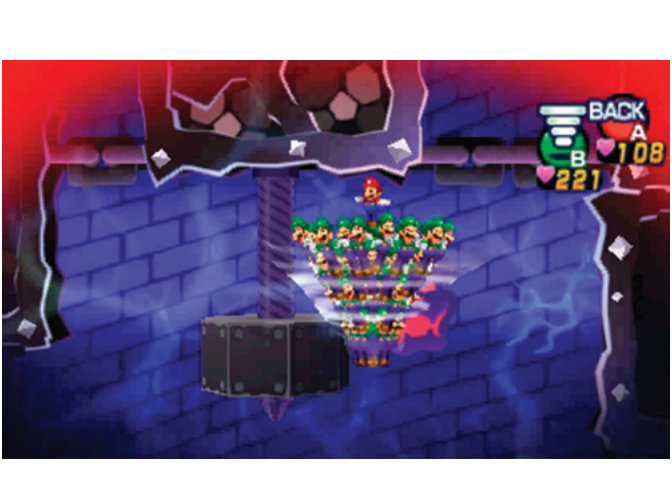
Upon entering the dream world, head to the right, defeating some Mechakoopas and a Big Tail Goomba along the way. Strike the M Block and ? Block to obtain some coins, then hop on these blocks to reach another ? Block located on the upper right—this contains a Max Nut. Now that you've collected everything, exit to the right.

B



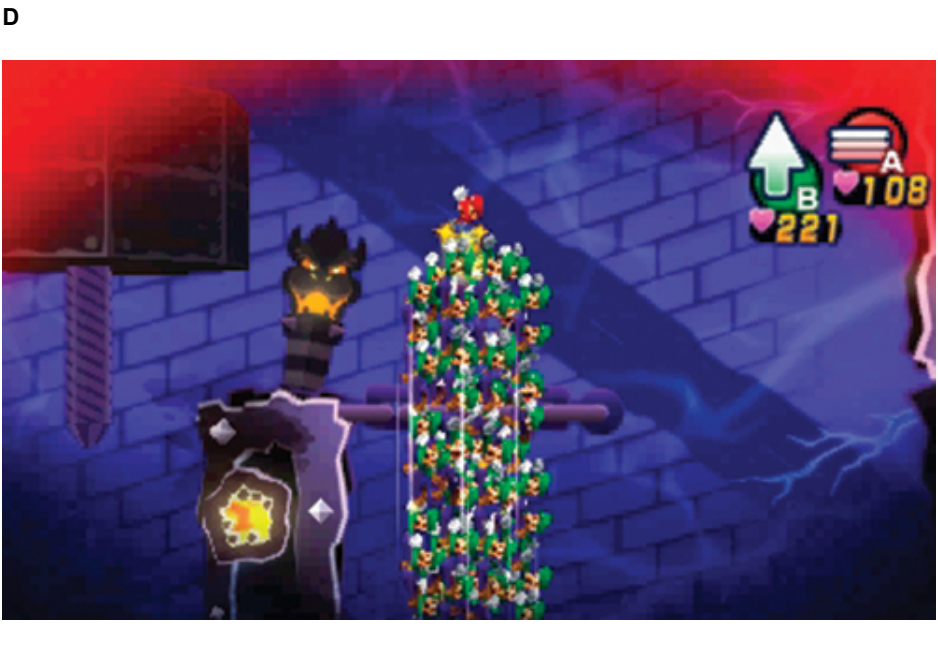
Remember the Luiginary Cylinder? It's time to use it again to ascend to the top of this room. However, pay close attention to the rotating metal flaps on the left and right—avoid contact with these pieces at all costs. Wait until these pieces swing outward, then zip past them by rotating the Luiginary Cylinder. But if there's not enough time, orient Mario so he's on the front side or back side of the Cylinder—the rotating metal flaps can't touch him here. The key here is to move slowly, passing one set of metal flaps at a time. If you get knocked off the Cylinder, you must start over from the bottom of the room. When you reach the top of the room, carefully jump off the right side of the Cylinder and exit.

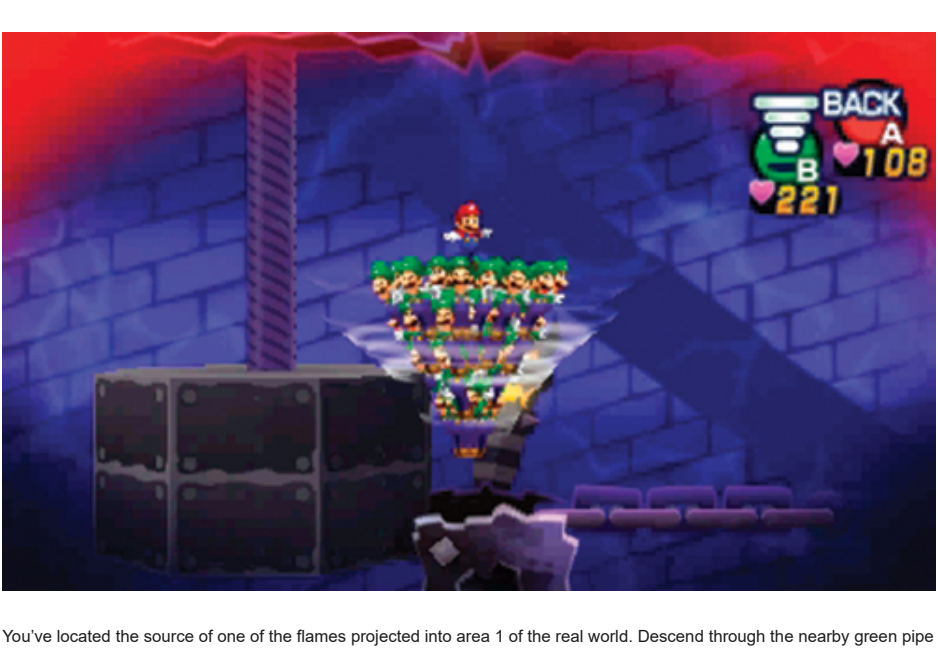
C



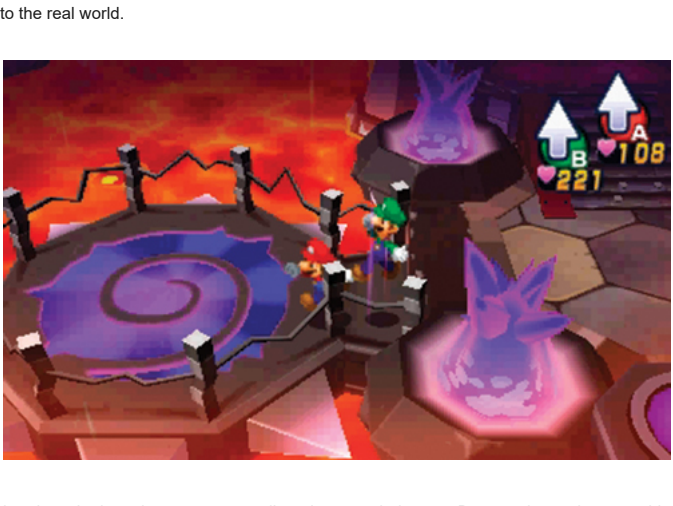
Form a Luiginary Cone here and perform a Hover Spin to rotate the Nuts & Bolts here. On the far right side, rotate the Nut & Bolt until the Nut falls off, extinguishing the flames below and opening a path to the green pipe. Disassemble the Luiginary Cone and exit through the green pipe.

D



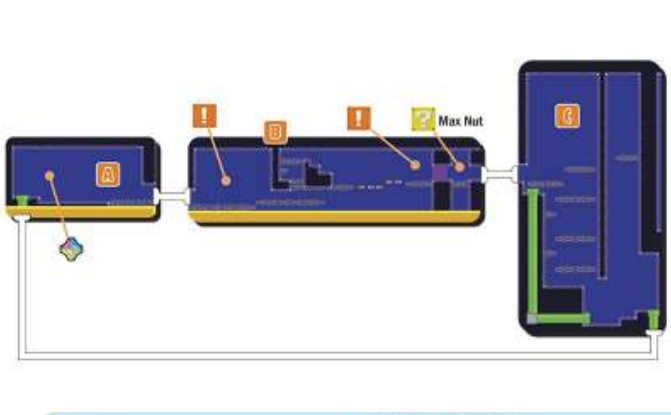


You've located the source of one of the flames projected into area 1 of the real world. Descend through the nearby green pipe to reach the right side of the room. Next, form a Luiginary Stack and Spring Jump to the top of the room. Once on the platform at the top of the room, form a Luiginary Cone and Hover Spin toward the Nut & Bolt attached to the ceiling. Keep spinning the Nut until it falls, crushing the flames below. This in turn extinguishes one of the three flames back in the real world. Exit through the green pipe in the bottom-right corner of the room to return to area 1, then hop through the dream portal to return to the real world.



Back in area 1, head south along the eastern catwalk and approach the next Dreampoint on the west side—it's time to snuff out another flame. Enter the dream world!

Dream World (E)

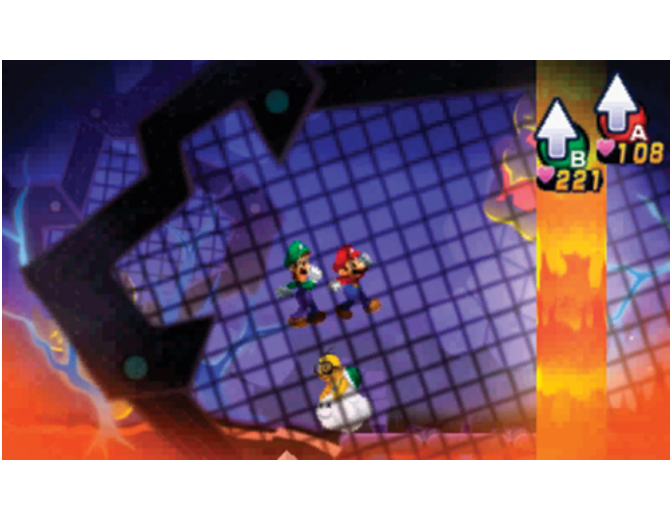


SUMMARY

Enemies:
- Lakitu R
- Spiny R
- Antasman

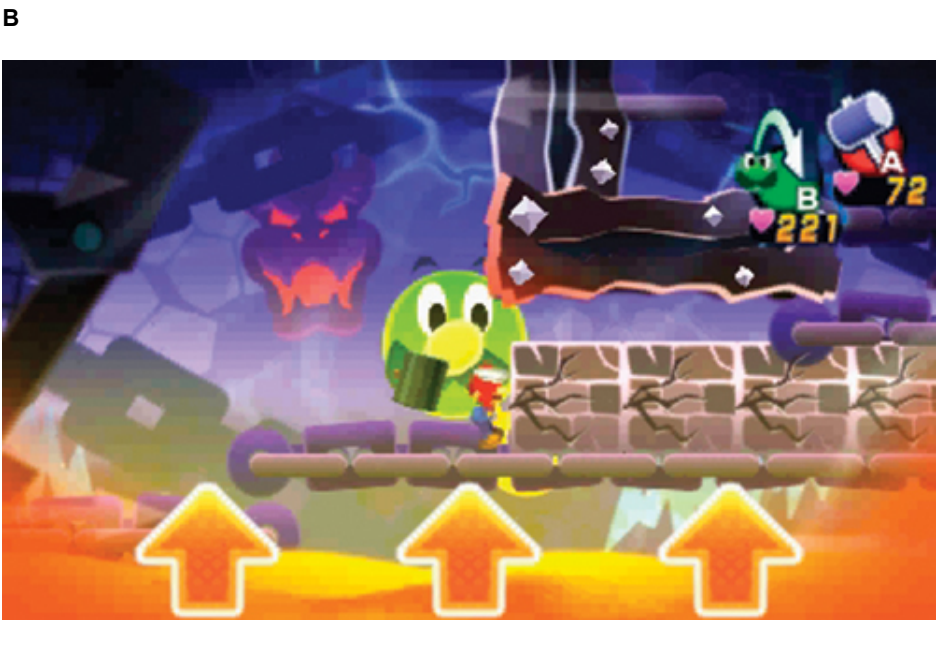
MAP LEGEND
- A Dream World Location
- ? Block
- Shop
- M Block
- L Block
- Save Block
- Event Block
- Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

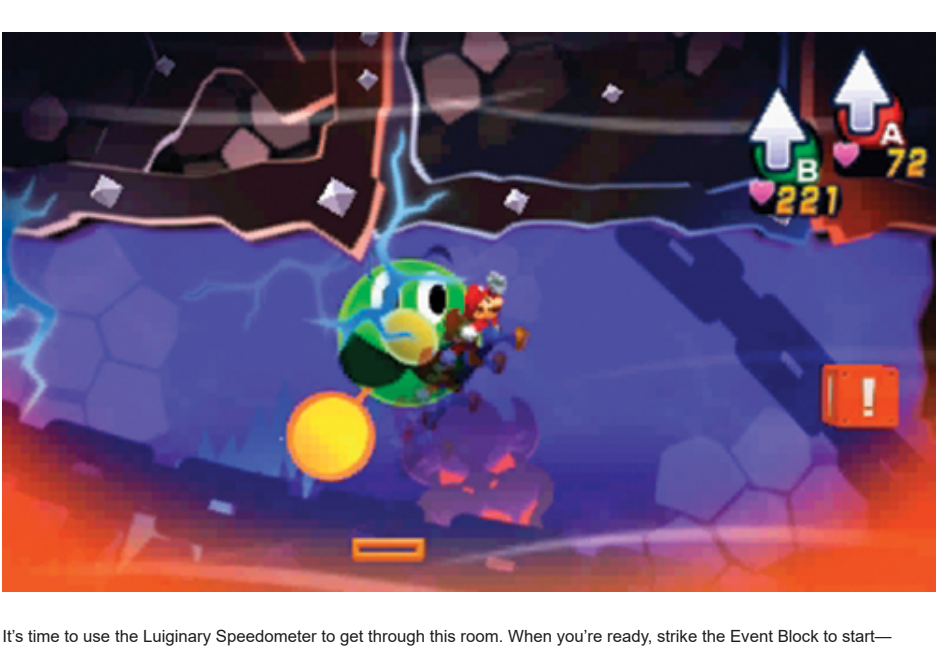
A



After entering the dream world, move to the right and engage a Lakitu R and his Spiny R friends. Don't pass up the opportunity to battle enemies like this—they're worth a lot of EXP, helping you level up and grow more powerful in preparation for your confrontation with Antasma and Bowser. Following the battle, exit to the right.

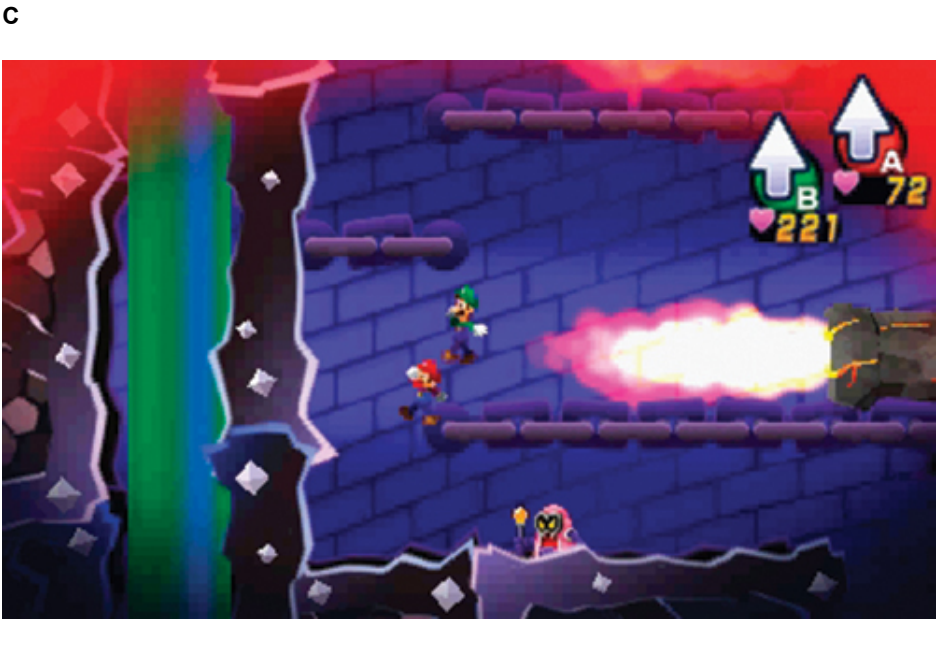
B

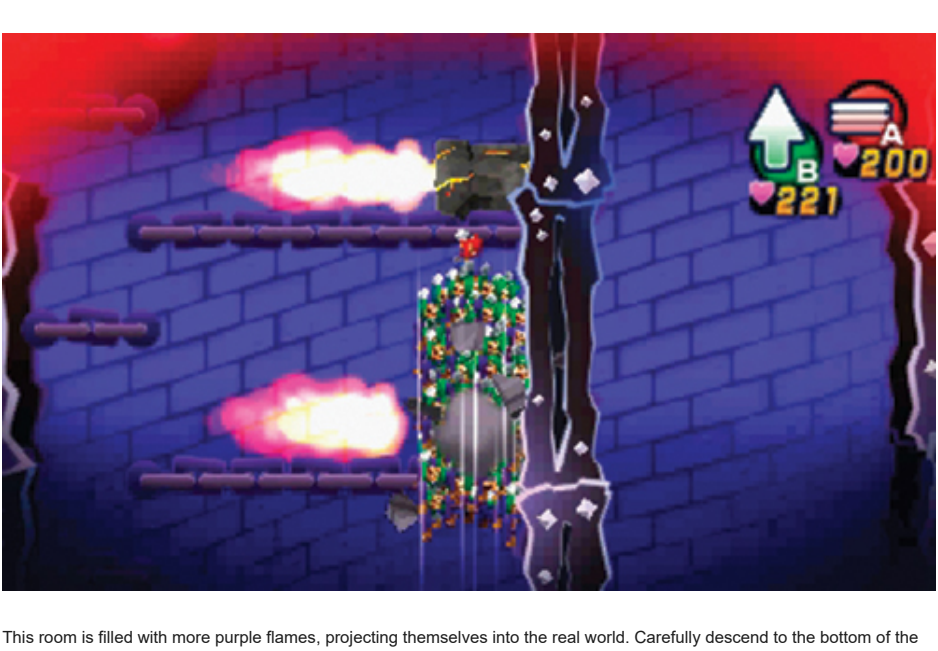




It's time to use the Luiginary Speedometer to get through this room. When you're ready, strike the Event Block to start—there's no timer, but the lava in the room begins to rise. Increase Mario's speed through the first part of the course. Then whack a series of blocks with your hammer before jumping up through a series of platforms. But slow down Mario's speed when he reaches the small, hollow platforms on the right side—you'll need to perform long, controlled jumps to reach the Event Block on the right side. Strike the Event Block to open a gate—grab the Max Nut in the ? Block on the other side, then exit to the right.

C





This room is filled with more purple flames, projecting themselves into the real world. Carefully descend to the bottom of the room careful to avoid contact with any of the flames—at the bottom you're ambushed by an Antasman. Following the Antasman battle, move to the lower-right corner of the room and form a Luiginary Stack. Spring Jump through the blocks above to collect a few coins. Return to the bottom of the room and move the Stack just beneath the flames to the left. Spring Jump again to smash through the flames above, extinguishing one of the flame barriers back in the real world—two down, one to go! Exit through the green pipe in the bottom-right corner to return to area A, then hop through the dream portal to return to the real world.

BACK
BACK
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221
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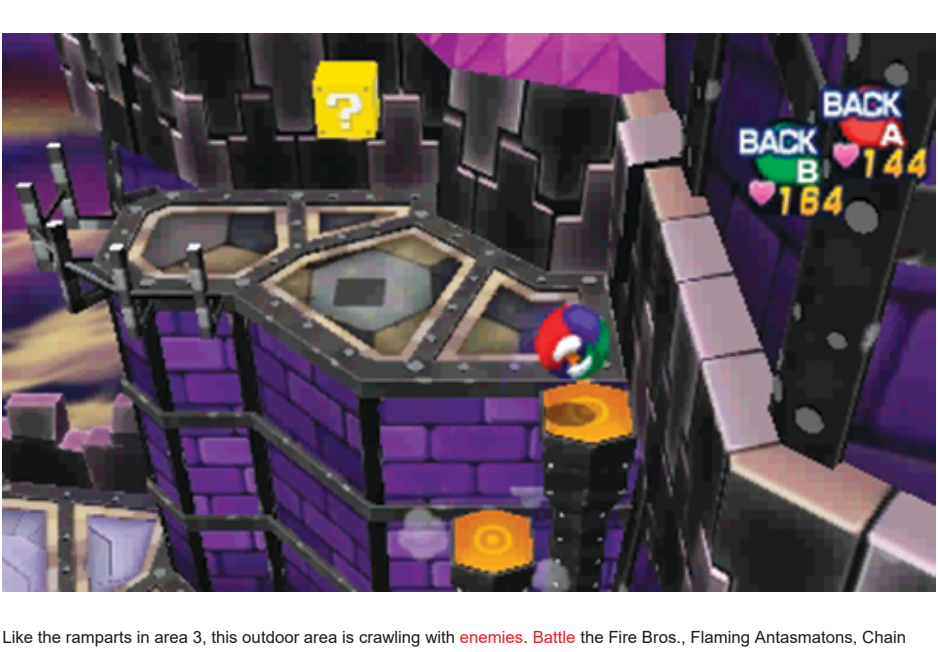
200

Back in the real world, head south along the eastern catwalk and Ball Hop on the blue switch—this lowers the surrounding cage, making it easier to navigate this side of the room. Once the cage is lowered, return to the central catwalk, then exit through the southwest doorway to enter area 4.

④ West Chamber

This room is a near mirror image of area 2. Side Drill past the two sets of flame barriers on the northern catwalk, engaging a Fire Bro on the northern platform along the way. Once past these threats, exit through the doorway to the northwest. Like area 2, return to this room later to explore the south side.

⑤ Northwest Ramparts

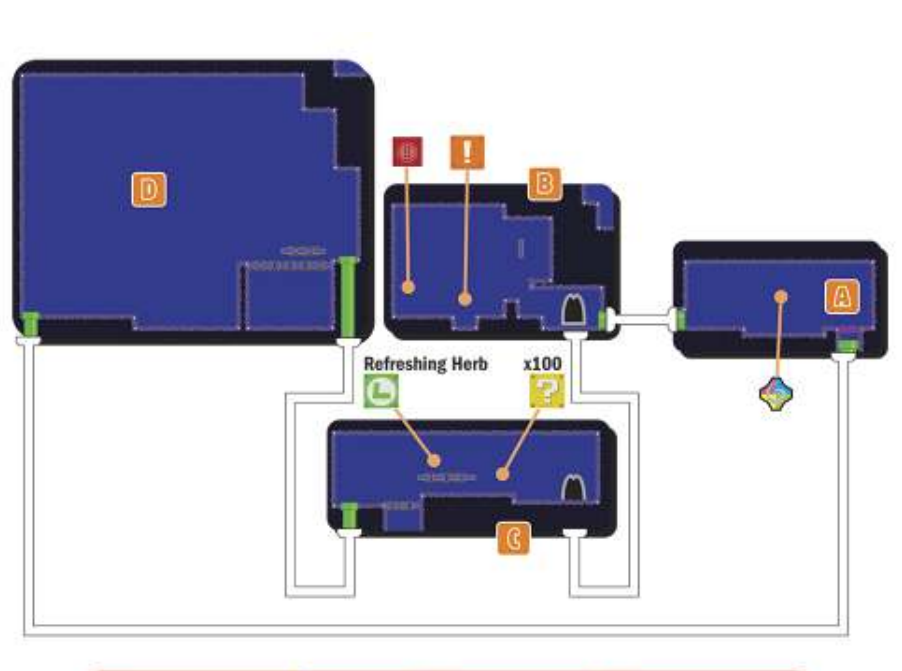


Like the ramparts in area 3, this outdoor area is crawling with enemies. Battle the Fire Bros., Flaming Antasmatons, Chain Chomps, and Walker Guys here to score more EXP—leveling up is critical before your final battle with Bowser and Antasma. Once you've cleared the area of threats, Ball Hop along the pillars on the north side to reach a high platform—strike the ? Block here to obtain a Max Candy. You can also find a Speed Bean in the soil to the southeast. Exit through the door on the east side to return back to area 1.

① North Chamber

Mario and Luigi emerge on the west side of this chamber, only a few steps away from the third (and final) Dreampoint. Enter the dream world in an effort to extinguish the last flame blocking the path to the north.

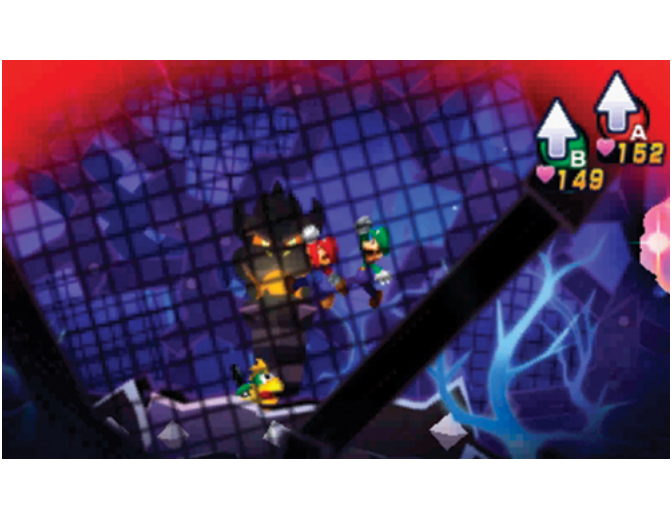
Dream World (D)



SUMMARY **Enemies:** Mechakoopa, Big Tail Goomba, Lakitu R, Spiny R, Antasman

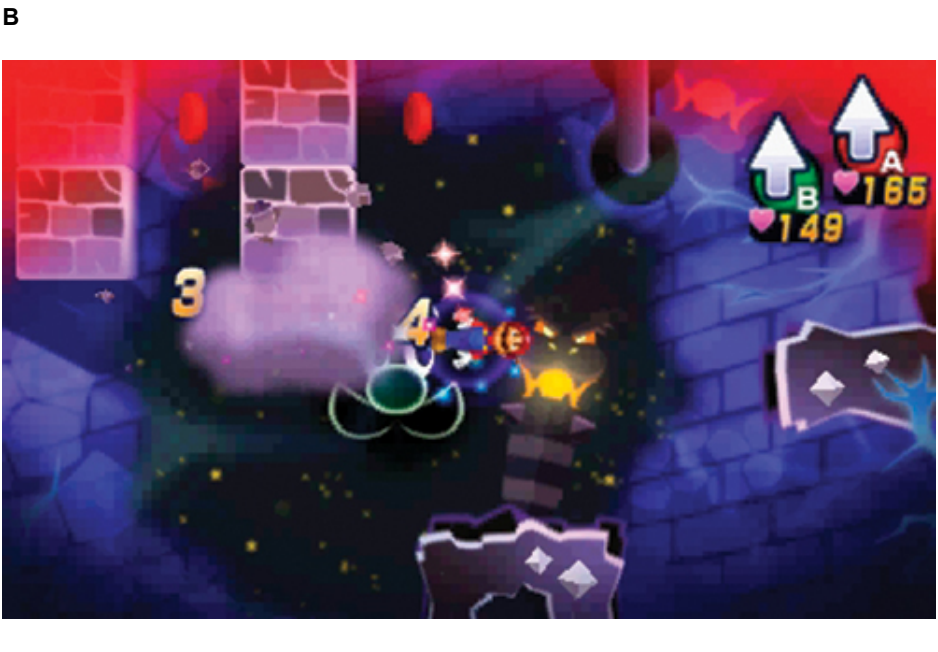
MAP LEGEND
- A Dream World Location
- ? Block
- Shop
- M Block
- L Block
- Save Block
- Event Block
- Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

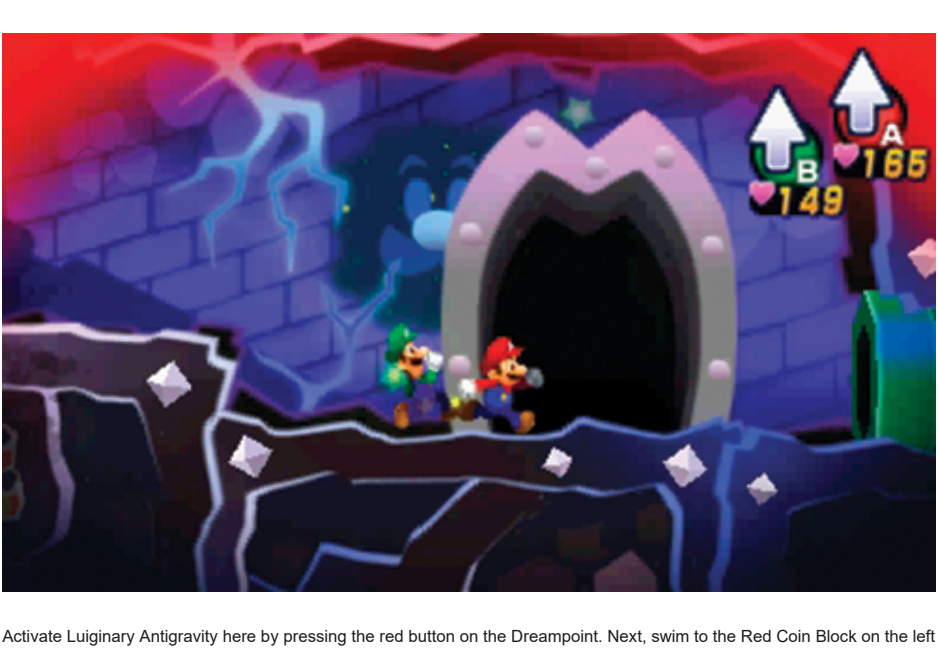
A



Upon emerging from the dream portal, move to the left, engaging some Mechakoopas and a Big Tail Goomba along the way. Afterward, exit on the left side.

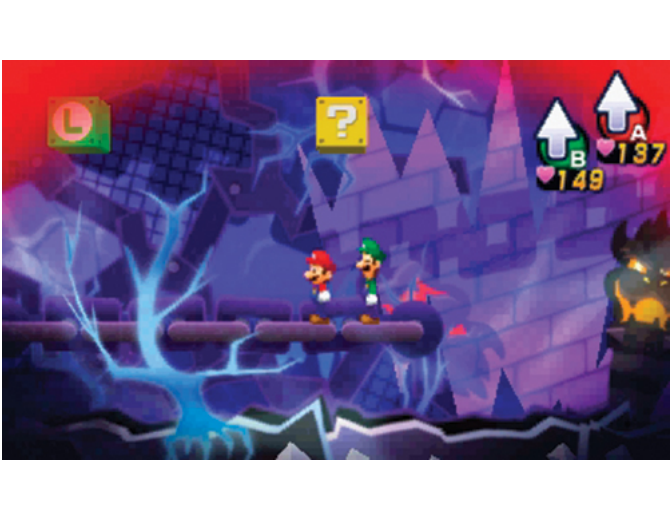
B





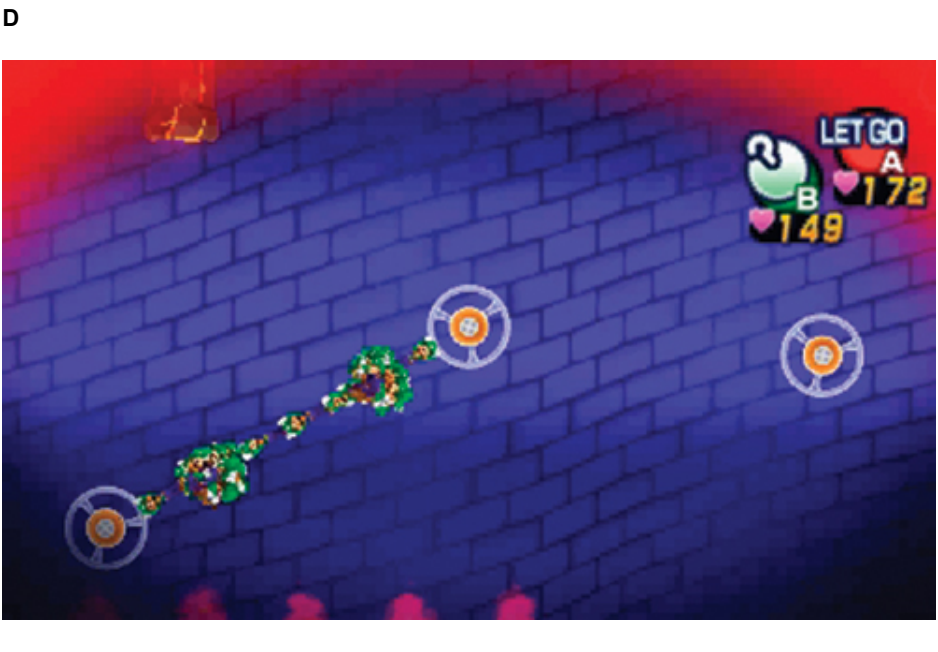
Activate Luiginary Antigravity here by pressing the red button on the Dreampoint. Next, swim to the Red Coin Block on the left side. The quickest way to collect all eight Red Coins here is by pushing off the perimeter walls and smashing through the bricks. After gathering all eight Red Coins, strike the Event Block to open the gate over the doorway to the right. Deactivate Luiginary Gravity, then pass through the new doorway.

C



Battle the Lakitu R and his Spiny R friends here, then move to the left—defeat more Mechakoopas, a Big Tail Goomba, and Antasmans as well. Strike the ? Block and L Block here to obtain coins and a Refreshing Herb before entering the green pipe on the left side.

D



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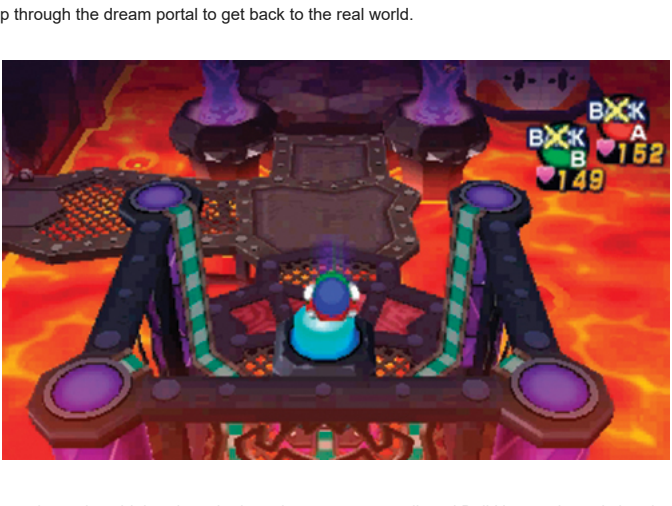
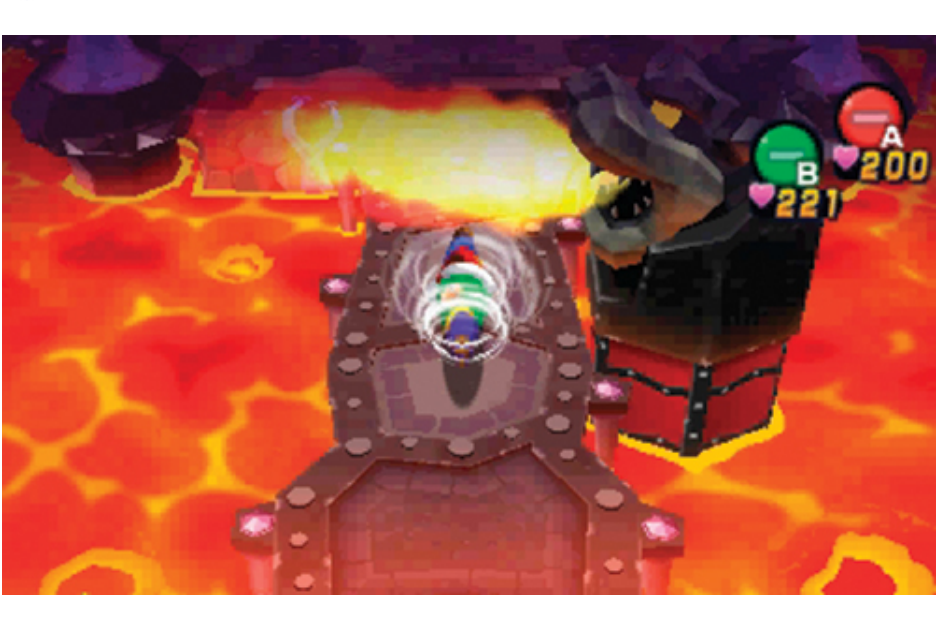
More flames are waiting to be extinguished in this room. Form a Luiginary Ball here and perform a Hook Shot toward the nearest Spin Hook above. Continue using the Spin Hooks to navigate through this room. But when moving between the second and third Spin Hook, wait until the flame above stops to secure a safe transition. Once you make it to the bottom of the room, use the Ball Hammer to smash the flames on the floor. Perform another Ball Hammer to extinguish the last flame in the lower-right corner—you can strike it through the wall from the left side. Destroying these flames extinguishes the third and final flame back in the real world, leaving the central path in area 1 open. Enter the green pipe on the left side to return to area A, then hop through the dream portal to get back to the real world.



When you return to the real world, head south along the western catwalk and Ball Hop on the switch to lower the cage blocking your path. At this point, you can travel north to reach the fourth floor of the castle. But there's still a few areas on this floor left to explore. So if you want to score some more loot, head through the doorway to the southwest to return to area 4.

④ West Chamber



BACK
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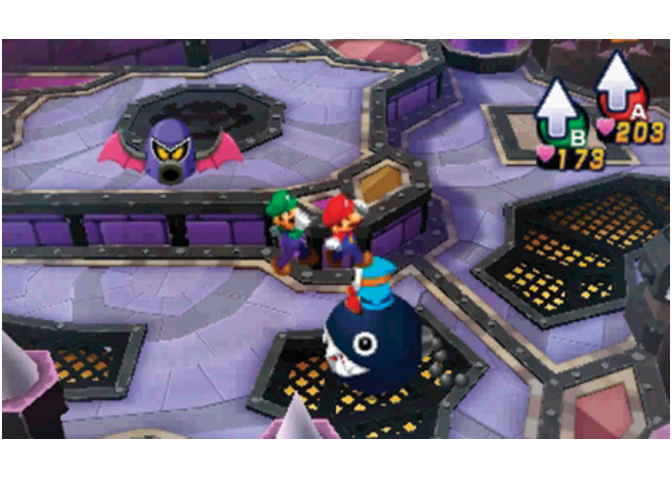
Upon your return to this room, head for the south side. When you come to the fire barrier south of the northern platform, Side Drill beneath the flames, but be ready to fight a Fire Bro on the other side. From the southern platform, Spin Jump to the west to reach the southwest platform—get a 1-Up Deluxe from the ? Block and a Max Syrup Jar from the L Block.

Spin Jump back to the southern platform, then head east. Ball Hop over the ascending and descending flame barriers here. Wait for the flames to descend, then hop across. Alternatively, you can Side Drill beneath the flames as they rise. Once on the other side, exit to the south.

⑥ South Ramparts



This large outdoor area offers more opportunities to rack up some EXP through battles. Fight the Chain Chomps, Walker Guys, Flaming Antasmatons, and Fire Bros here, then set your sights on loot. Strike the Bros. Block to the north, then go underground as Mole Mario to retrieve a Defense Bean and Speed Bean to the east as well as a Heart Bean and Stache Bean to the west.

A
206
Angel Wear

Look for this tiny doorway on the south side—pass through this doorway as Mini-Mario to enter a secret passage. Head east first to reach the coin-filled ? Block in the southwest corner. Next, return to the passage and head to the far west, obtaining Angel Wear from the ? Block in the southwest corner. Finally, return to the passage and exit on the south side to strike a ? Block, containing a Max Candy. After retrieving these items, make your way back to the passage's entrance and have Luigi restore Mario to his natural state. You can now exit to the northeast, returning to the south side of area 2.

② East Chamber

BACK
BACK
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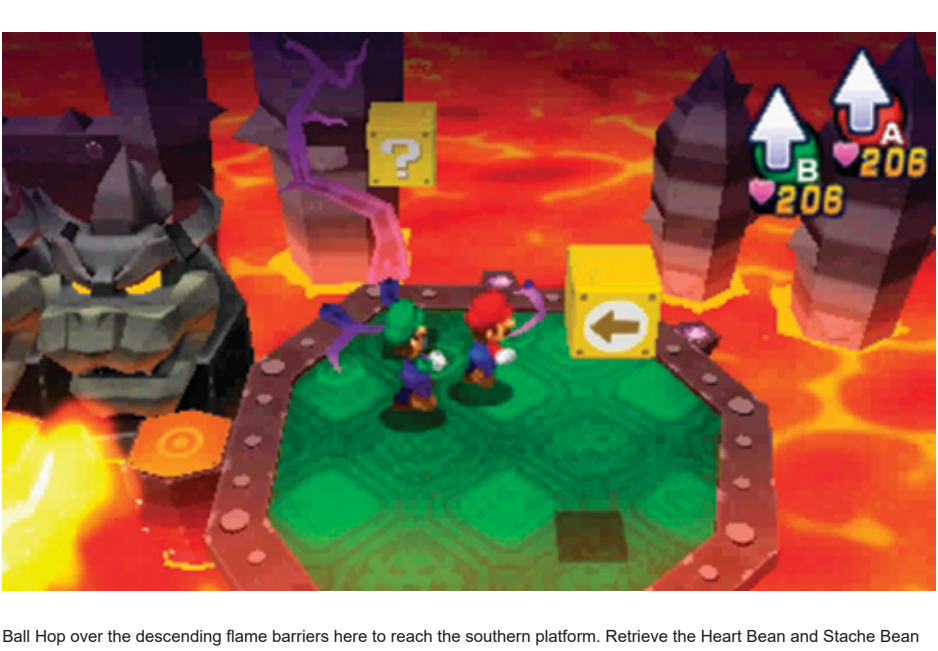
206
B
206



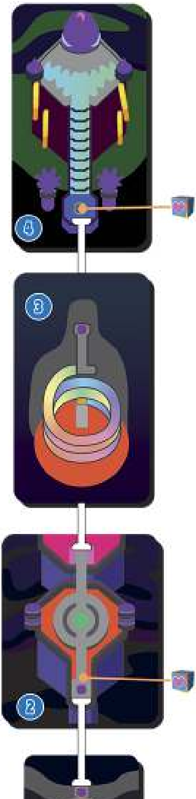
Ball Hop over the descending flame barriers here to reach the southern platform. Retrieve the Heart Bean and Stache Bean from the southern platform, then head east, approaching another set of ascending and descending flame barriers. Once again, Ball Hop over these flames, but pay attention to the platforms between each set—the path here isn't linear, requiring you to adjust your position before landing on the next platform or pillar. Keep hopping until you reach the green platform on the east side. Strike the Bros. Block here to obtain coins, then hit the ? Block to get a POW Scarf DX. This is a very powerful accessory, increasing Mario or Luigi's POW by 30% when equipped. Once you've obtained these items, backtrack to area 1 and prepare to enter the castle's top floor.

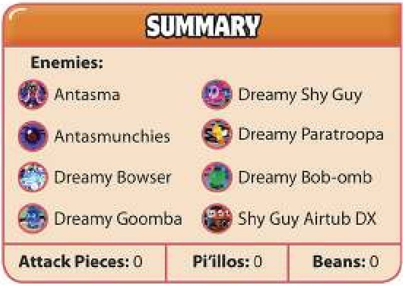
① North Chamber

With the three sets of purple flames extinguished, the central path is now clear. Cross the path to the north and consider saving your game at the Save Block. When you're ready to move on, enter the doorway to the north to access the next room.

Neo Bowser Castle 4F

Neo Bowser Castle 4F



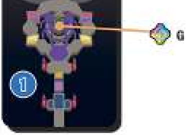


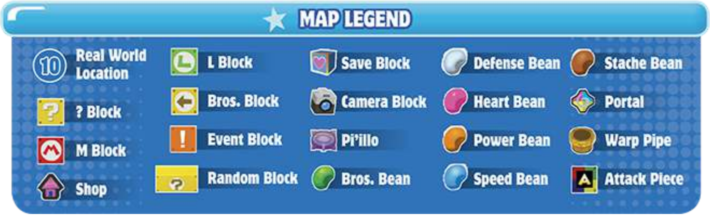
SUMMARY

Enemies:

- Antasma
- Antasmunchies
- Dreamy Bowser
- Dreamy Goomba
- Dreamy Shy Guy
- Dreamy Paratroopa
- Dreamy Bob-omb
- Shy Guy Airtub DX

Attack Pieces: 0	**Pi'illos:** 0	**Beans:** 0





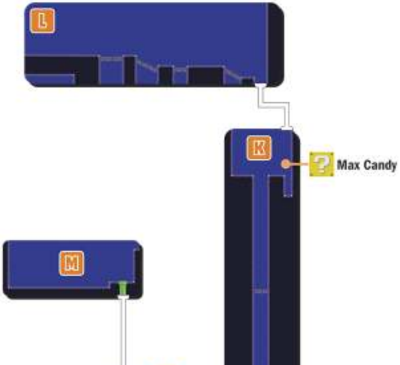
MAP LEGEND

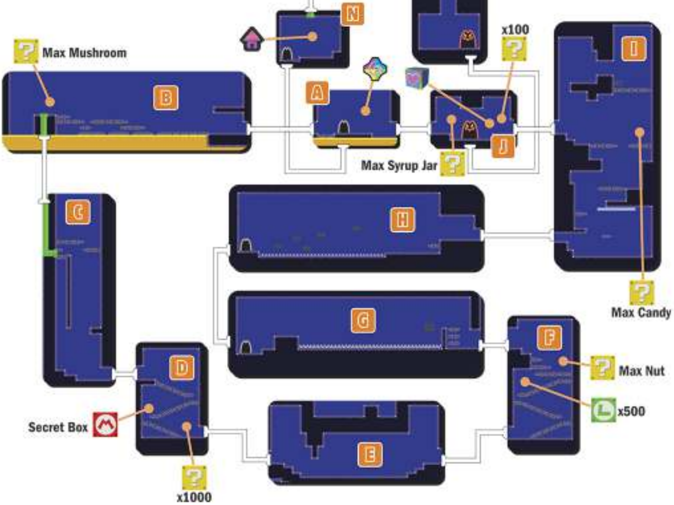
10 Real World Location
? Block
M Block
Shop
L Block
Bros. Block
Event Block
Random Block
Save Block
Camera Block
Pi'illo
Bros. Bean
Defense Bean
Heart Bean
Power Bean
Speed Bean
Stache Bean
Portal
Warp Pipe
Attack Piece

① Bowser's Dreampoint

Bowser is fast asleep in this room, using Antasma as a pillow. But both Bowser and Antasma are protected by a barrier of some sort. Dreambert theorizes that Antasma is absorbing the power of Bowser's dreams. The energy produced through Bowser's dreams surges through the purple vines distributed throughout the castle. These vines function like a circulatory system, powering the castle. If Bowser wakes up, the energy flow will cease. But there's no way to wake Bowser due to the barrier. Luigi has an idea—they should try waking up Bowser in the dream world, the same way they did with Big Massif. Dreambert agrees that Luigi's plan might work, so he binds himself to the vines in the floor, creating a link with Bowser's dream world. As Luigi falls asleep on Dreambert, Starlow hopes the two dream worlds have merged as Mario fearlessly leaps into the dream portal.

Dreamy Neo Bowser Castle (G)





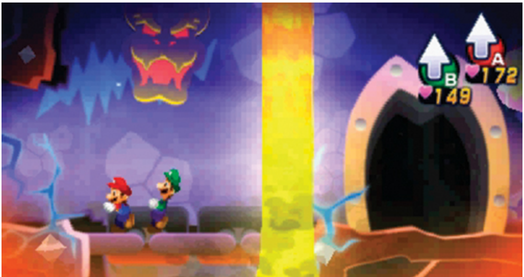
SUMMARY

Enemies: Spiny R, Antasman, Big Tail Goomba, Lakitu R, Gold Beanie, Bowser

MAP LEGEND

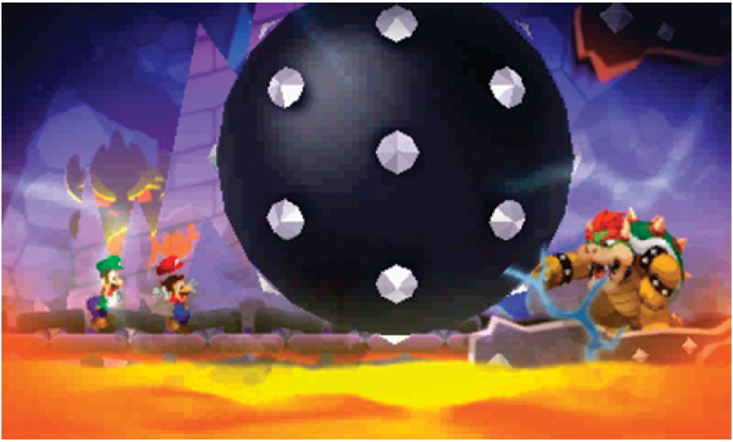
- A Dream World Location
- ? ? Block
- Shop
- M Block
- L Block
- Save Block
- ! Event Block
- A Attack Piece
- Nightmare Chunk
- Portal
- Red Coin Block

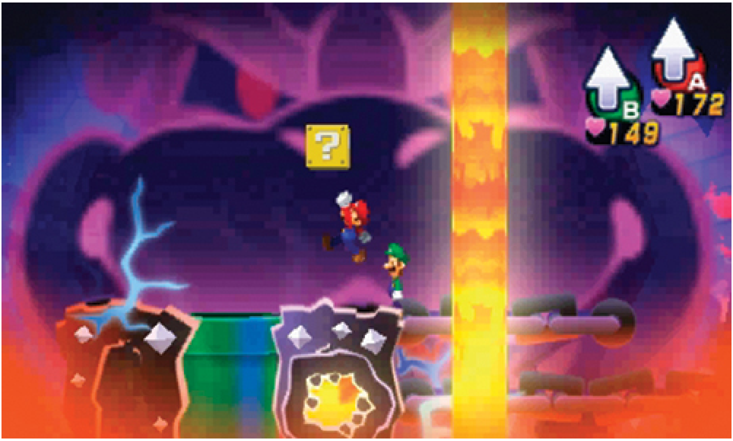
A



Upon entering the dream world, move to the left side—the path to the right is currently inaccessible due to lava. Ignore the doorway here for now and just exit to the left.

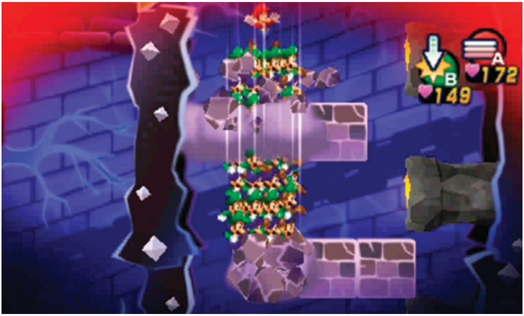
B





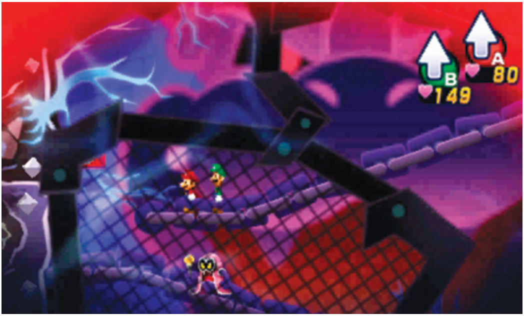
Mario and Dreamy Luigi's presence has not gone unnoticed by Bowser. He appears here and conjures a massive ball, forcing Mario and Dreamy Luigi to flee to the left to avoid getting crushed. Continue through this room as apparitions of Bowser appear in the background. Strike the ? Block on the far left side of the room to retrieve a Max Mushroom, then descend through the green pipe nearby to enter the next area.

C



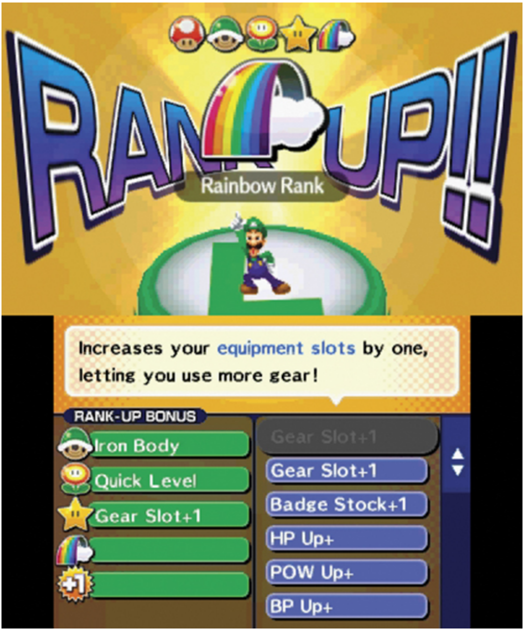
Form a Luiginary Stack here and Ground Pound through the gray bricks. Be careful to avoid contact with the flames on the right. Disassemble the Stack when you reach the floor below and exit to the right.

D



Follow the downward ramps in this room to the ground floor, engaging Spiny R's and Antasmans along the way—some of the Antasmans may be joined by a Big Tail Goomba and the Spiny Rs may be joined by Lakitu R's. These enemies attack in large groups, meaning more EXP upon the completion of each battle. Grind away on these enemies, then exit on the lower left side—strike the ? Block before exiting to retrieve a ton of coins.

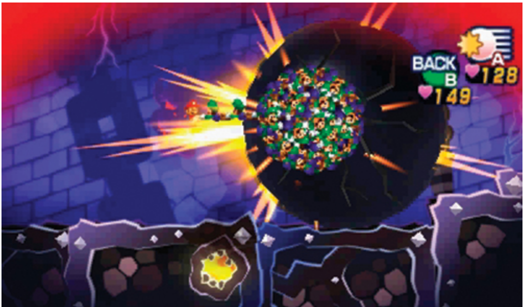
Note



Increases your equipment slots by one, letting you use more gear!

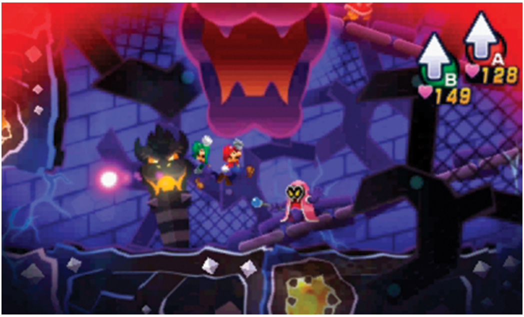
If you've confronted every enemy you encountered during this adventure, Mario and Luigi should be close to Level 40, achieving the Rainbow Rank. Reaching the Rainbow Rank gives Mario and Luigi two rank-up bonuses, greatly improving their survivability in the final encounters with Bowser and Antasma. If you've reached this point and are trailing far behind Level 40, consider backtracking through previously explored regions and areas to boost your EXP.

E



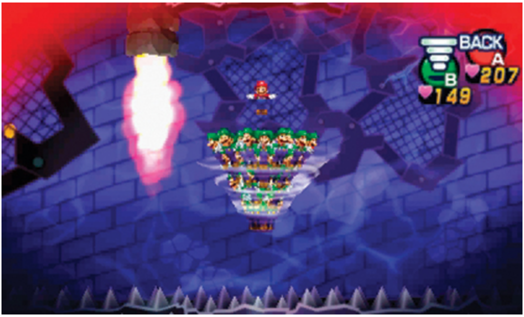
Form a Luiginary Ball here and smack the large black ball with three consecutive Ball Hammer strikes to break it. With this huge object out of your way, exit to the right.

F



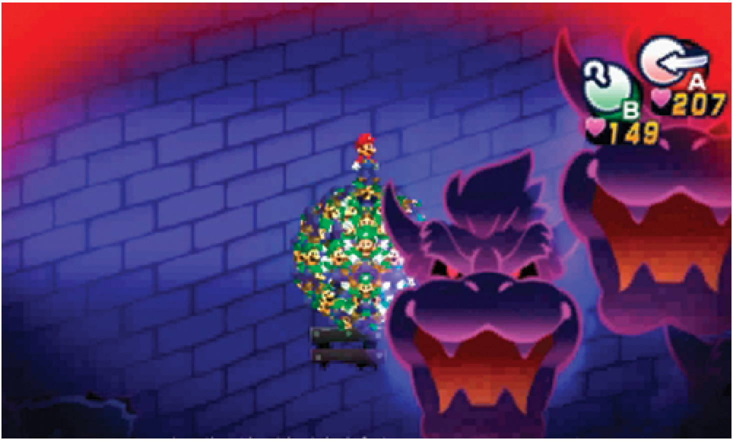
Here's another enemy-filled room with ramps. This time you must ascend a series of ramps while battling groups of Antasmans and Spiny R's. Even if you want to, it's difficult to avoid battling these enemies due to the upward climb. So approach each enemy carefully and initiate each battle with a pre-emptive Hammer attack—this is safer than jumping as you may inadvertently strike an enemy on the platform above. Strike the L Block in this room repeatedly to retrieve several coins. A ? Block on the way up contains a Max Nut. Keep climbing the ramps in this room until you reach the exit on the upper left.

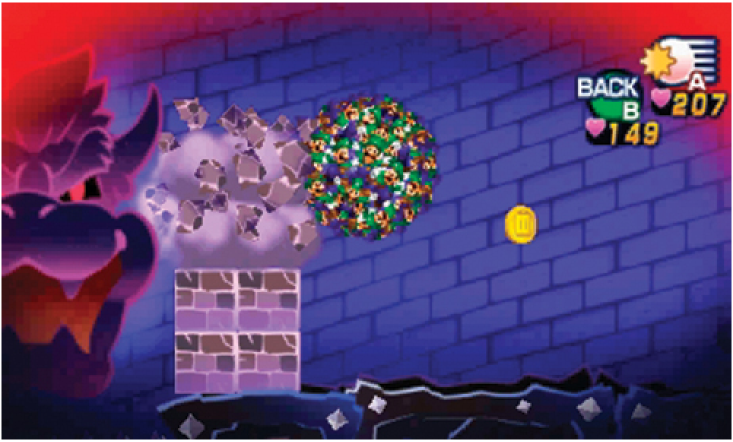
G



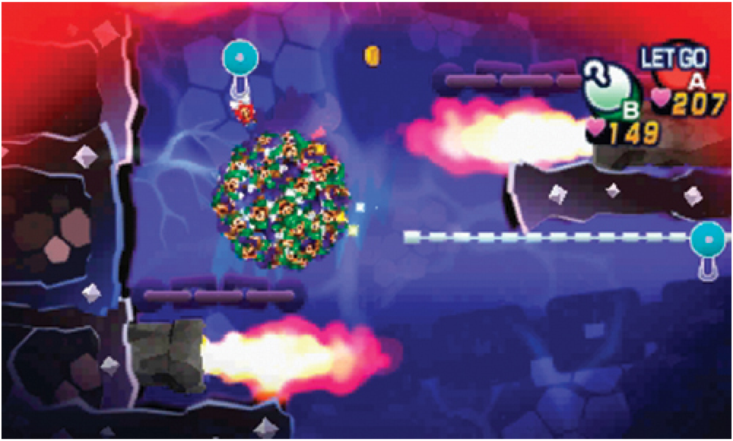
Form a Luiginary Cone here and Hover Spin to the left to avoid the spiked floor below. However, watch out for the two intermittent flames shooting from the ceiling. If necessary, stop and wait for the flame to stop before continuing to the left. But each delay causes the Luiginary Cone to lose altitude, putting it closer and closer to the spiked floor. If you delay too long, you won't make it across. For best results, make a steady push to the left without stopping. As long as you don't stop, you won't have to worry about the flames—they won't be active by the time you pass beneath them. Keep Hover Spinning to the left, then exit through the doorway on the left side.

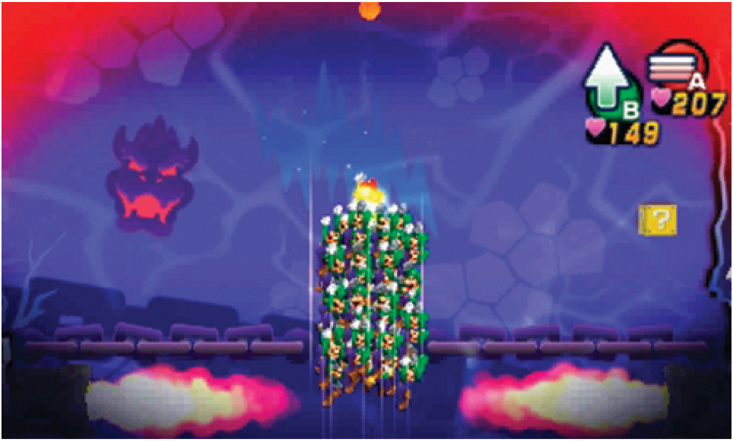
H





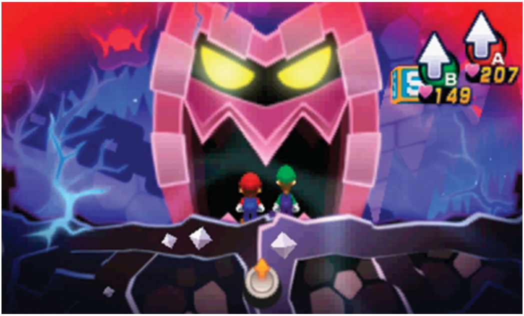
Here's another room with a spiked floor. Use the Luiginary Cone to Hover Spin to the nearby platform on the right. Once on the platform, form a Luiginary Ball and direct a Ball Hammer strike to the right side—this causes the Luiginoids to crash through a brick wall in the distance, clearing a path to the exit. If necessary, return to the entrance and use another Ball Hammer directed toward the bricks on the right, further decreasing the height of the wall. You can now Hover Spin all the way to the right. Stop if necessary on the tiny platforms above the spiked floor—most of these platforms are obscured by the apparitions of Bowser. But these apparitions can be cleared away with a Tornado. When you make it across the spiked floor, exit to the right.





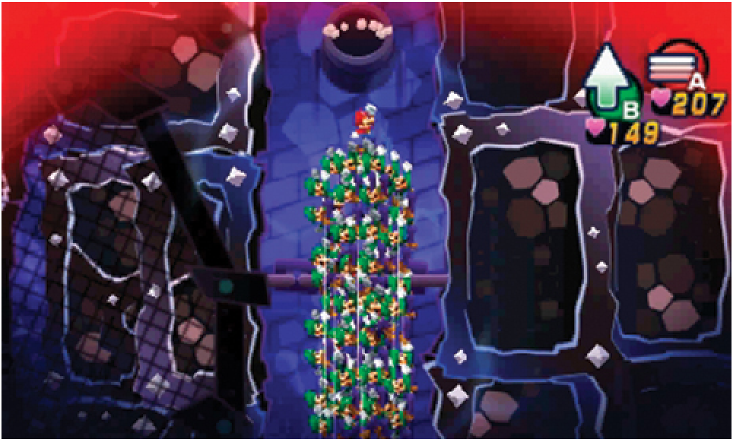
Form a Luiginary Ball and use a Hook Shot to attach the Ball to the Line Hook above. But before the Line Hook takes the Ball close to the flames on the left, drop off the Line Hook, landing on the tiny platform below. From the platform, fire another Hook Shot to the Hook on the left. Continue working your way upward, using the Hooks to latch on to. Drop from the final Hook and form a Luiginary Stack—Spring Jump between the two inward-facing flames to reach the top of the room. From the upper platform, drop off to the left and exit.

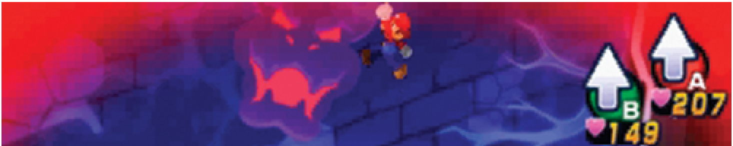
J

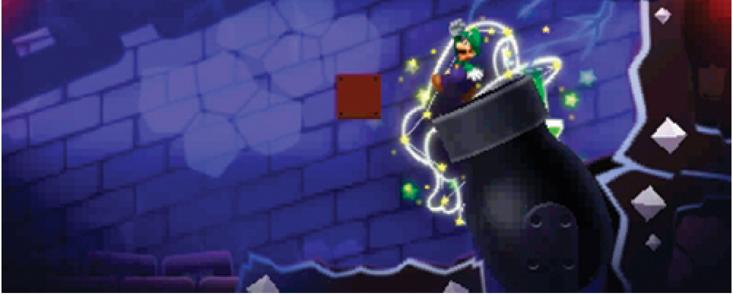


Strike the ? Block near the entrance to obtain coins, then consider saving your game at the nearby Save Block. The path to the left leads back to area A. But instead, enter the doorway in the middle of the room—stand in front of the door and press up on the Circle Pad to enter.

K





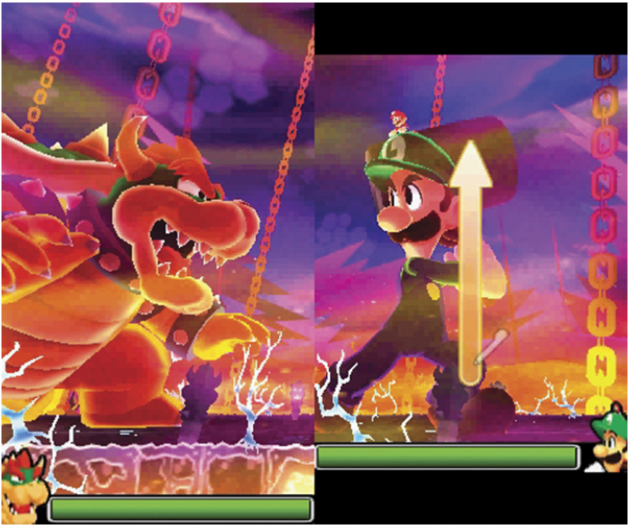


Beware of the incoming cannonballs here. Form a Luiginary Stack and carefully time a Spring Jump immediately after a cannonball crashes into the floor. But one Spring Jump isn't enough reach the top. When the Stack lands on a platform midway up, immediately Spring Jump again to reach the top of the room before another cannonball comes crashing down. Strike the ? Block at the top to obtain Max Candy, then hop into the cannon on the right.

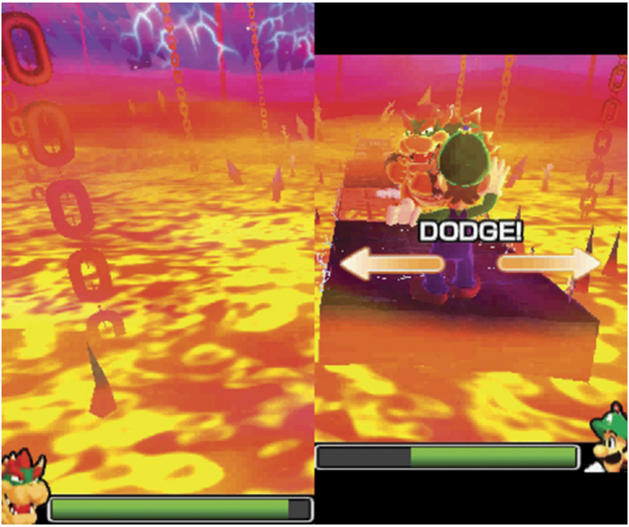
L

Here Bowser is indulging himself with a massive feast, inhaling large quantities of meat. When Mario and Dreamy Luigi arrive, Bowser demands more meat in preparation for his fight—Bowser grows larger with each plate of meat he consumes. Before long, Bowser is enormous, posing a serious threat to Mario and Dreamy Luigi. But for some reason, Dreamy Luigi doesn't seem too concerned. When prompted, press the L on Luigi's cap (on the Touch Screen) to call on Giant Luigi. It's time for one more Giant Luigi battle!

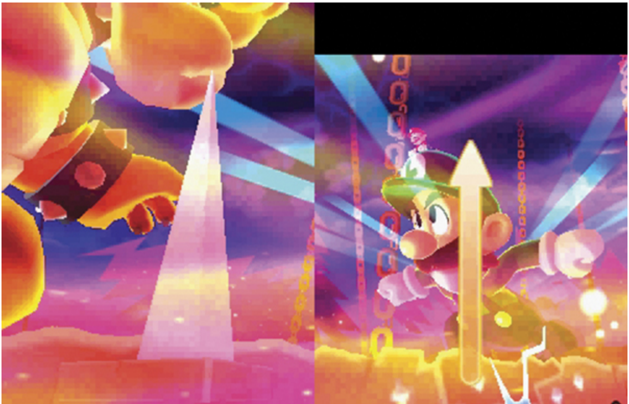
Giant Luigi Battle: Bowser



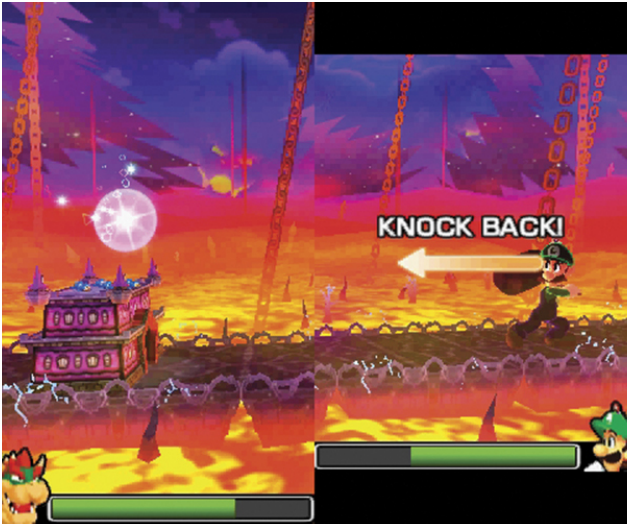
Tilt the Nintendo 3DS and get ready to do battle on a narrow platform floating above a vast lava field. The platform is made smaller by a few Shy Guy Airtubs that blow apart a section just behind Giant Luigi, leaving even less room to maneuver. Start by getting a little bit more breathing room, striking Bowser with a Hammer Uppercut. This is necessary to give Giant Luigi more room, otherwise Shy Guy Airtubs will return and blast the platform away beneath his feet, causing him to fall into the lava.



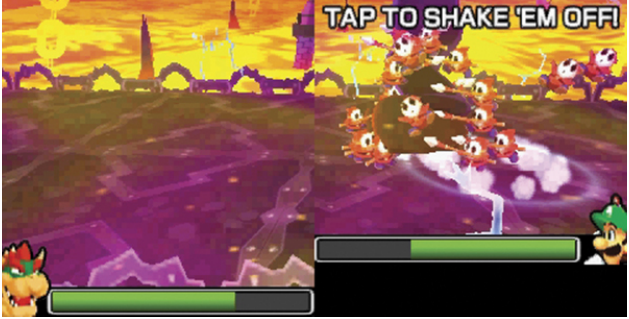
Bowser responds by charging at Giant Luigi, and holding him over the lava—scribble on the Touch Screen to shake Bowser off. As Bowser releases Giant Luigi, draw a line from right to left on the Touch Screen to push Bowser back. But this only sets up Bowser for his next charging attack—be ready to dodge left or right. If Bowser approaches on the right side of the platform dodge to the left, drawing a horizontal line from right to left. But if Bowser charges along the left side of the platform, dodge to the right, drawing a horizontal line from left to right. If you time the dodge just right, Bowser will rush past Giant Luigi and fall in the lava.



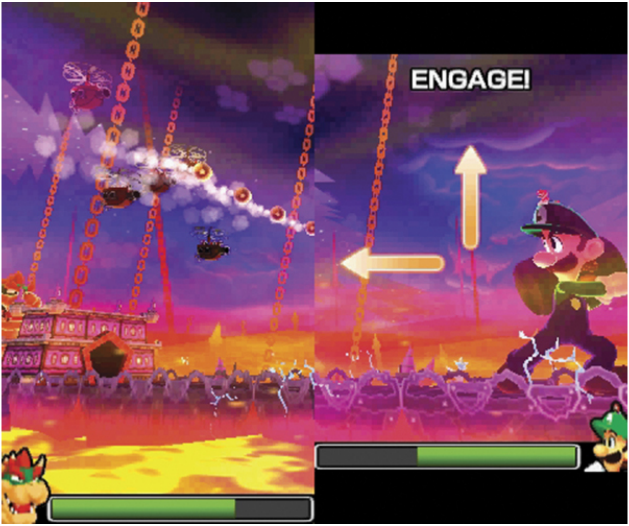
After taking substantial damage from the lava, Bowser returns to the platform—Dreambert notices that the floor beneath Bowser's feet looks unstable. Perform a Jump attack or Drill Stomp next. Remember, only initiate the Jump attack once Giant Luigi flings his arms outward—this increases the damage of the attack. Draw a series of three upward vertical lines on the Touch Screen to jump on Bowser's head. Whether performing a Jump attack or Drill Stomp, the final strike causes the floor to collapse beneath Bowser's feet, sending him back into the lava.



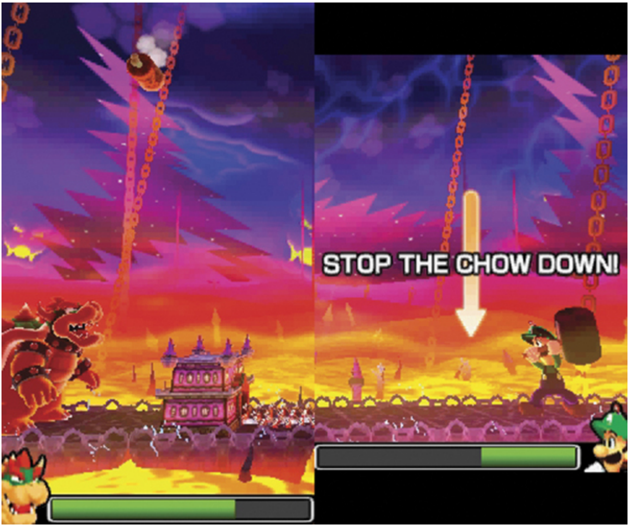
For the next phase of the battle, Bowser seeks cover behind a small castle on the platform, allowing his minions to do the attacking. A large group of Kameks on the castle roof conjure a large ball of energy and fling it at Giant Luigi—knock it back at them by swinging your hammer, drawing a horizontal line on the Touch Screen from right to left. But time your swing carefully to make contact—otherwise Giant Luigi will miss and take damage.



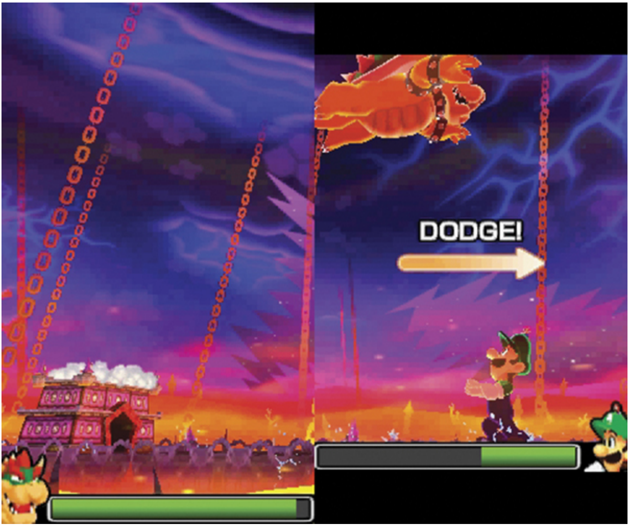
Next, Bowser orders a large group of Shy Guys armed with spears to attack. Rapidly tap the Touch Screen to shake all the Shy Guys off. The longer the Shy Guys cling to Giant Luigi, the more damage they inflict, so make quick work of these guys to avoid taking damage.

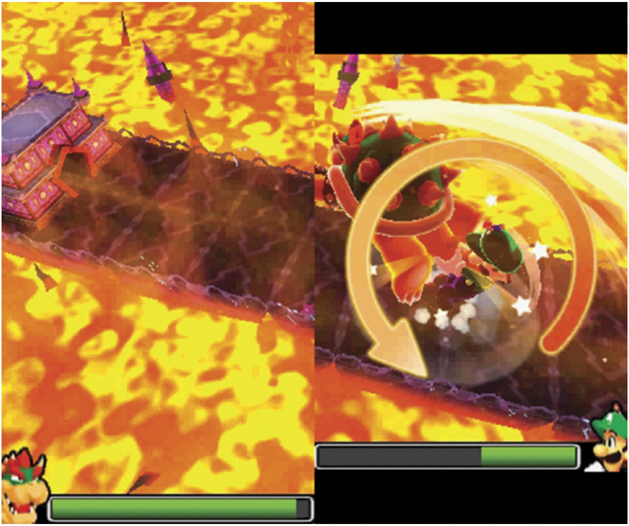


A squadron of five Shy Guy Airtubs appears above the castle. Next, keep an eye on the Airtubs as they shift formations and open fire. When they fire from a horizontal (line abreast) formation, smash the incoming cannonballs with a horizontal swing of Giant Luigi's hammer. Perform a vertical swing when the Airtubs fire from a stacked, vertical formation. But time your swings carefully—don't swing too early, and don't swing too late. For best results, wait until the cannonballs cross over into the Touch Screen before starting your swing. Failing to smash a single volley of cannonballs is devastating, reducing Giant Luigi's health by approximately 20%. Pay extra attention during these attacks, and make each swing of the hammer count.

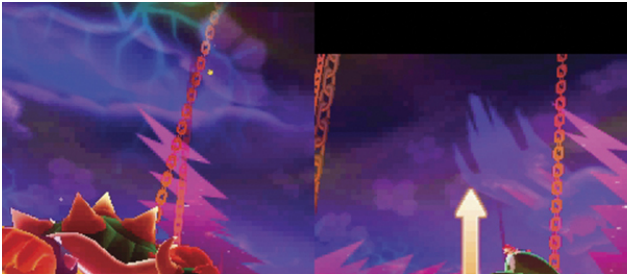


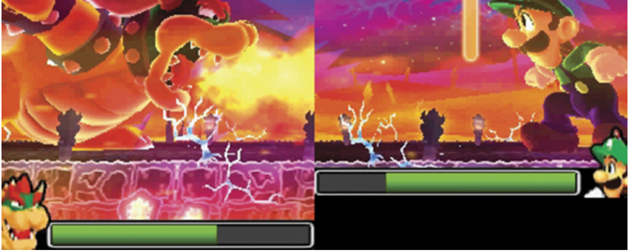
After the Shy Guy Airtubs attack, a group of Shy Guys march out of the castle carrying a hunk of meat, flinging it skyward toward Bowser—if the meat reaches Bowser's mouth, he'll recover health. Don't let this happen. As the meat is just above Bowser's head, strike the platform with Giant Luigi's hammer, drawing a downward vertical line on the Touch Screen. Shaking the platform causes Bowser to lose his concentration, preventing him from catching the meat in his mouth. Keep hammering the platform to interrupt Bowser's meal.

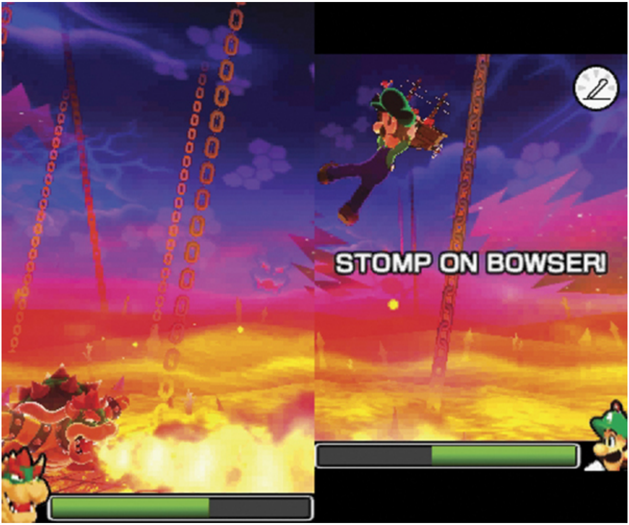




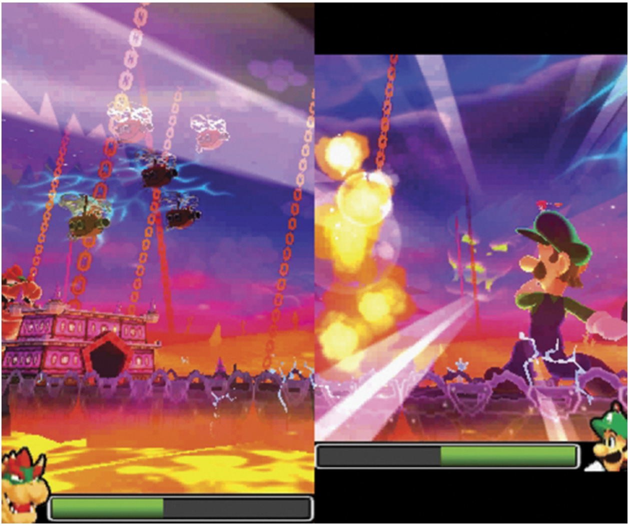
Next, Bowser climbs to the top of the castle and jumps through the air, flying toward Giant Luigi. To avoid getting struck, step out of the way by drawing a horizontal line on the Touch Screen from left to right. This causes Bowser to land flat on his belly, making him vulnerable for a follow-up attack. As Giant Luigi grabs Bowser's feet, rapidly draw circles on the Touch Screen in the direction indicated by the arrow. Draw circles faster and faster to make Giant Luigi pick up speed. Eventually he releases Bowser, sending him crashing through the small castle on the platform and back into the lava.



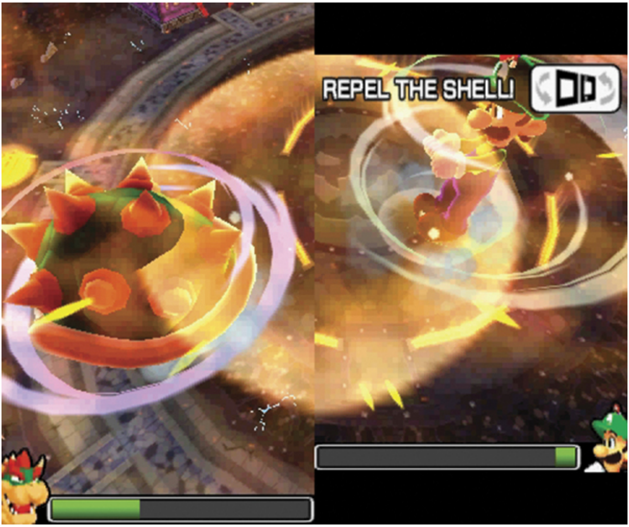


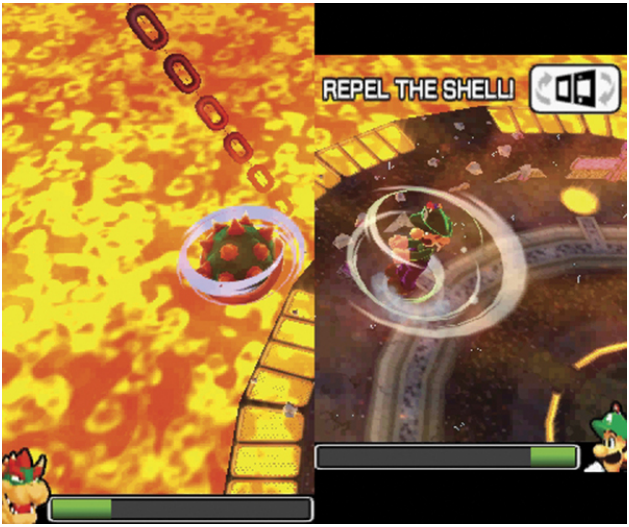


After crawling back out of the lava, Bowser notices he's running out of room on this platform, so he jumps to a neighboring platform, prompting Giant Luigi to follow. On the new platform, Bowser arches his back in preparation for a fiery attack. As Bowser lunges forward, draw an upward line vertically on the Touch Screen to make Giant Luigi jump, evading the incoming flames spewing from Bowser's mouth. After evading the fire, follow up with a Hammer Uppercut, knocking Bowser back onto an unstable floor section. Jump again to avoid another fire attack from Bowser. While in mid air, Giant Luigi grabs hold of a circling Shy Guy Airtub. Giant Luigi swings from the Shy Guy Airtub like a pendulum—tap the Touch Screen when Giant Luigi swings to the left to make him fall on Bowser's head. As Giant Luigi makes contact, the floor beneath Bowser gives away, causing him to fall into the lava.

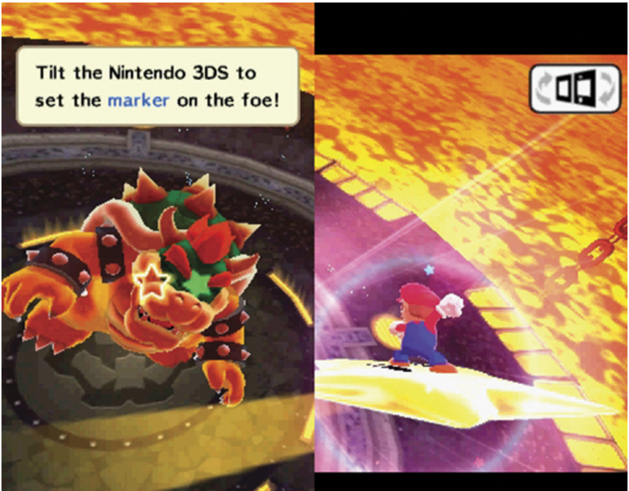


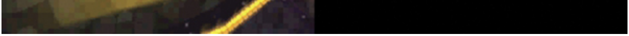
At this point, Bowser takes refuge behind another small castle on the platform. Be ready to counter the attacks of his minions and prevent him from consuming more meat by whacking the platform with your hammer. Dodge Bowser's diving attack, then spin and toss him back into the lava.

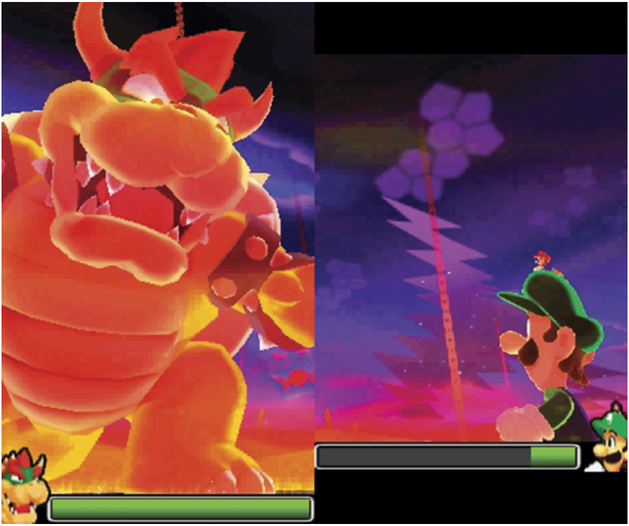




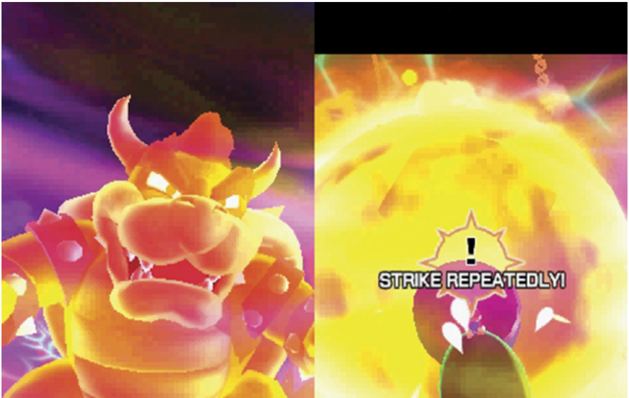
When Bowser's health is reduced to about 25%, he jumps to a circular platform, retracts into his spiky shell, and commences a spinning attack. Giant Luigi responds by starting a spinning attack of his own, with his hammer outstretched. During this sequence, tilt the Nintendo 3DS to guide Giant Luigi, knocking him into Bowser without falling off the platform. Keep hitting Bowser, knocking him into the structures on the platform's perimeter. Once these structures are gone, focus on knocking Bowser back into the lava. As Bowser emerges from the lava, keep up the attack, continually knocking him back until he falls off the edge of the platform. Each plunge into the lava reduces Bowser's health until it's nearly depleted.



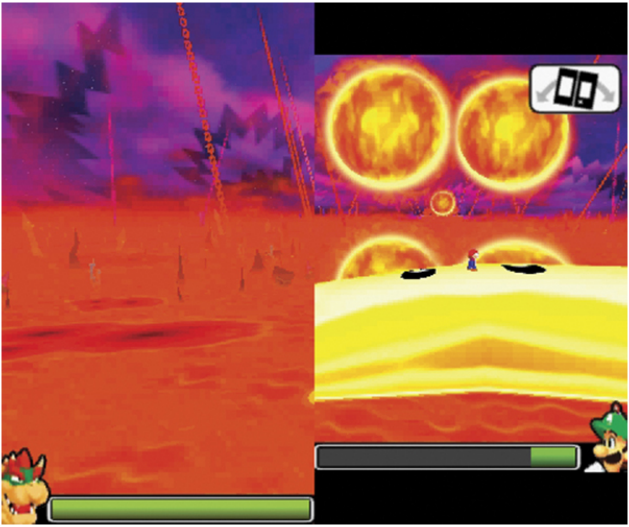


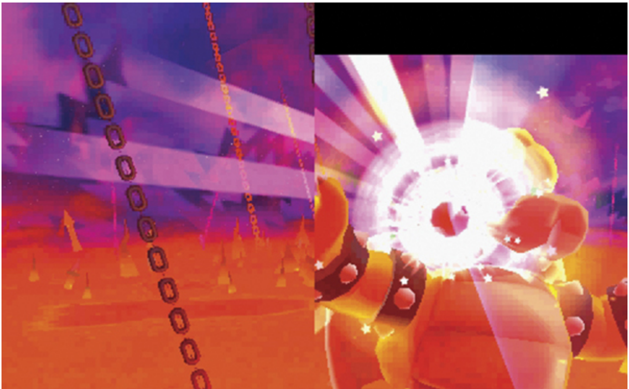


When Bowser’s health reaches a critical stage, commence the Star Driver attack. Tilt the Nintendo 3DS to fly the star directly at Bowser’s head, targeting the star icon just above his nose. But just when Giant Luigi and Mario feel they’ve won, Kamek arrives and casts a spell on the ailing Bowser, causing him to recover all of his health and grow to an even larger size.



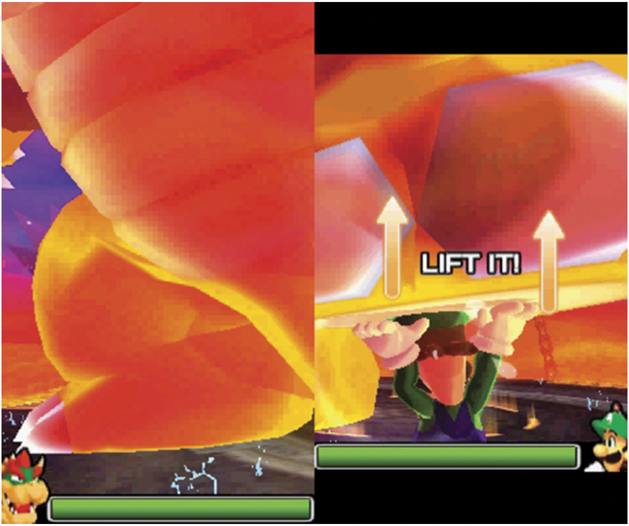
Following his revival, Bowser launches a massive fireball at Giant Luigi. Tap the ! icon on Giant Luigi's hammer repeatedly to counter this attack. Giant Luigi struggles to keep the fireball centered, so lend him a hand, tapping his hammer as it moves around the Touch Screen. If you're successful, Giant Luigi knocks the fireball back at Bowser, causing him to fall back into the lava.



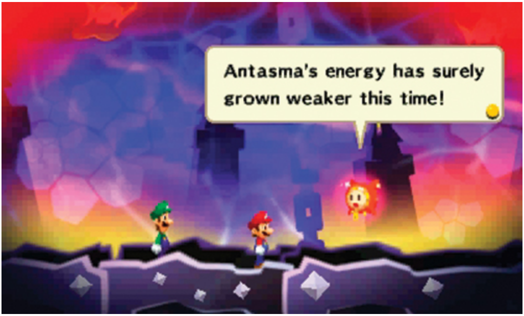


While Bowser stands dazed in the lava, perform another Star Driver attack. During this attack, Dreambert lends a hand, making the star even bigger. As Giant Luigi flings the giant star toward Bowser, it’s your job to fly the star past several fireballs. Tilt the Nintendo 3DS left and right to avoid contact with the incoming fireballs. Making contact with any of the fireballs causes the star to spin out of control, ending the attack. But if you make it past the fireballs, the star crashes into Bowser, finally ending this battle. Defeating Bowser earns you 1,600 coins, an Excellent Hammer, a Max Mushroom, a Max Syrup Jar, and a Refreshing Herb.

Note

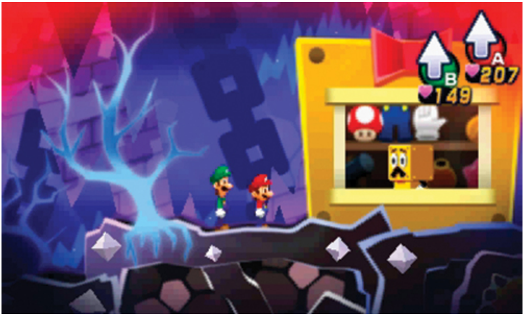


In addition to Bowser’s fireball attack, countered with Giant Luigi’s hammer, watch out for an incoming stomp attack. During this sequence, lift the left and right sides of Bowser’s foot by drawing vertical, upward lines on the Touch Screen. The arrows on the Touch Screen indicate where to draw these lines. Try to keep Bowser’s foot balanced to avoid getting squashed while continually lifting up. If you succeed in countering this attack, Bowser will stumble backward and fall back into the lava, setting him up for another Star Driver attack. If you fail the Star Driver attack several times in a row, you’re given the option to make the sequence easier, significantly reducing the number of fireballs you must dodge en route to Bowser.



Following the battle with Bowser, Mario and Dreamy Luigi find themselves in this room. Dreambert suggests returning to the real world to confront Antasma. Enter the green pipe on the right side of the room to exit.

N



The green pipe drops the brothers into this room, home to a shop operated by Broque Monsieur. Purchase some Pi'l-latte, then browse through the items and gear to update your inventory. If you can afford it, purchase King Wear for both Mario and Luigi—this is best Wear you can currently obtain. While you're at it, sell back surplus items and old gear you're not using—there's no use in lugging these things around. When you're finished shopping, enter the door on the left side to return to area A—hop through the dream portal to return to the real world.

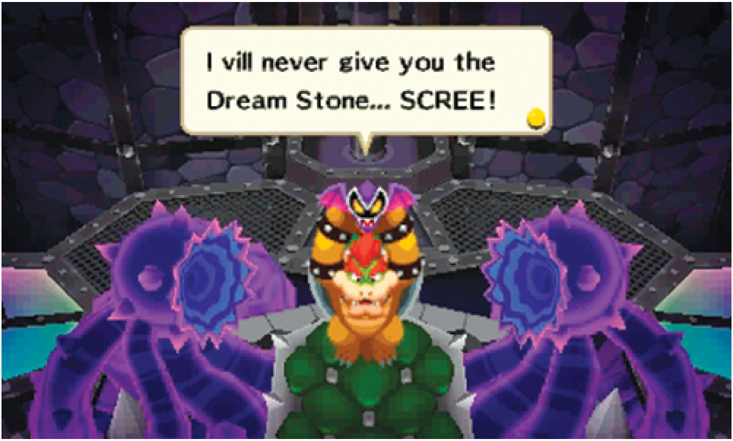
Dreamy Neo Bowser Castle Shop Inventory

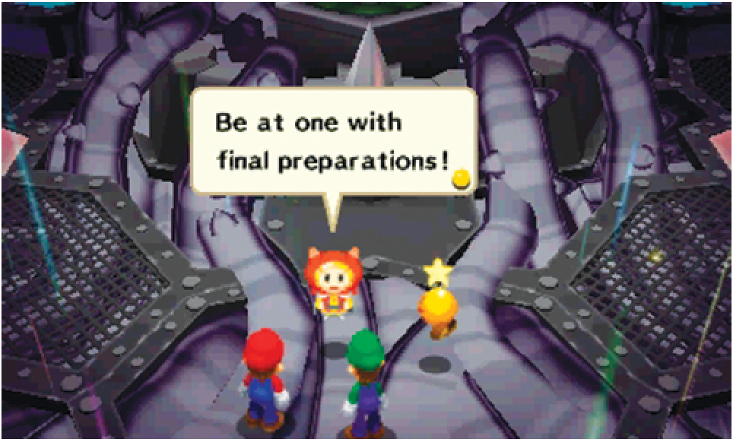
Items

Merchandise	Coins
Super Mushroom	30
Ultra Mushroom	90
Max Mushroom	270
Super Nut	75
Ultra Nut	225
Max Nut	675
Supersyrup Jar	60
Ultrasyrup Jar	180
Max Syrup Jar	540
1-Up Deluxe	300
Refreshing Herb	30
Taunt Ball	10
Shock Bomb	50
Boo Biscuit	5
Mushroom	10
Nut	25
Syrup Jar	20
1-Up Mushroom	50

Gear

Merchandise	Coins
Star Boots	2880
Crystal Boots	1200
Star Hammer	2880
Crystal Hammer	1200
Star Wear	1800
Ironclad Wear	2160
King Wear	5760





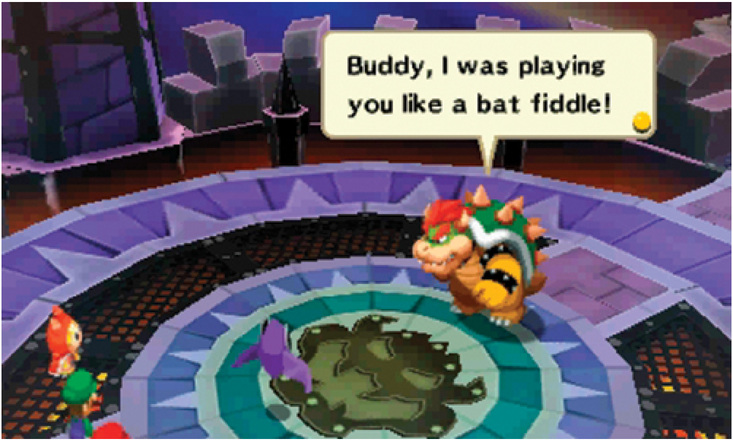
Back in the real world, your victory in the dream world has stirred Bowser awake—and he's not happy. Antasma transforms into a bat and vows to stop Dreambert from obtaining the Dream Stone. While carrying Bowser, Antasma retreats to the north, revealing another lift. After Bowser and Antasma escape, Starlow notices the energy flowing through the vines has ceased—waking Bowser has cut off the castle from this flow of energy. Dreambert advises Mario and Luigi to prepare for the final confrontation with Antasma. Consider backtracking to a shop and stocking up on powerful restorative items like Max Mushrooms and Max Syrup Jars. Once you're ready to proceed, board the lift on the north side of the room—Antasma awaits!

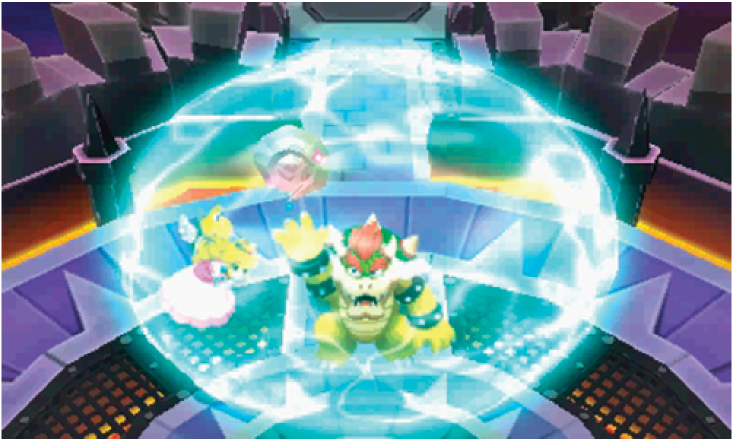
Finale Preparation

Before boarding the lift, consider backtracking to Driftwood Shore and visiting the Gold Shop at Rose Broquet—assuming you've reached the Rainbow Rank of level 40. The Gold Shop here offers a variety of powerful gear useful in your battle against Antasma. This stuff isn't cheap, but gear like the Master Boots, Master Hammer, Bottomless Gloves, and Angel Bangle are well worth the asking price. You can also buy King Wear here if you didn't already at the shop in Dreamy Neo Bowser Castle.

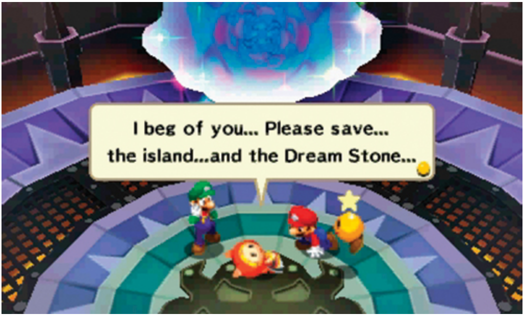
Did you save all the Pi'illos? If not, now's the last time to rescue them. Once you've rescued all 52 Pi'illos, visit Eldream at the Maintenance Hut in Mushrise Park to obtain Mario's Zee Egg Bros. Attack. Harnessing the power of the Zeekeeper, the Zee Egg is by far the most powerful Bros. Attack, giving you a significant advantage in the final confrontation with Dreamy Bowser.

② Antasma's Chamber



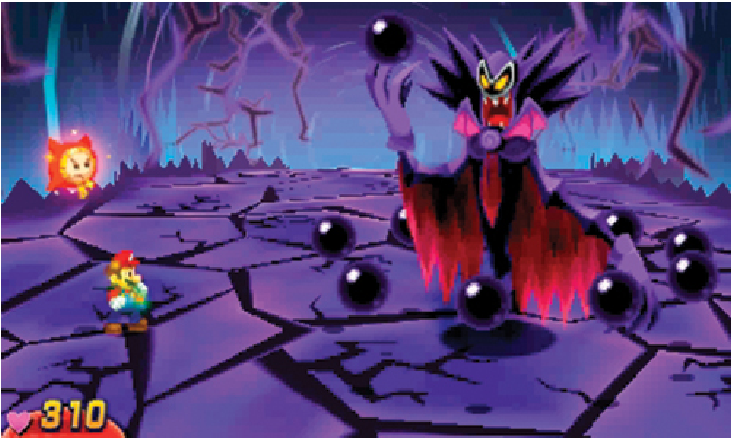


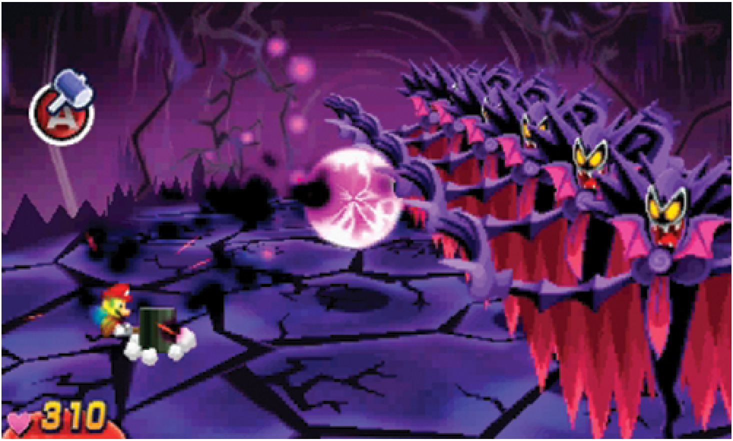
Mario and friends catch up with Antasma and Bowser here—consider saving your game at the nearby Save Block. But this evil alliance appears to have come to an end as Bowser throws Antasma to the ground. Bowser has been using Antasma all along, claiming the castle, the Dream Stone, and Princess Peach as his own. Using the power of the Dream Stone, Bowser ascends to the castle's highest tower, taking Princess Peach with him.


I beg of you... Please save...
the island...and the Dream Stone...

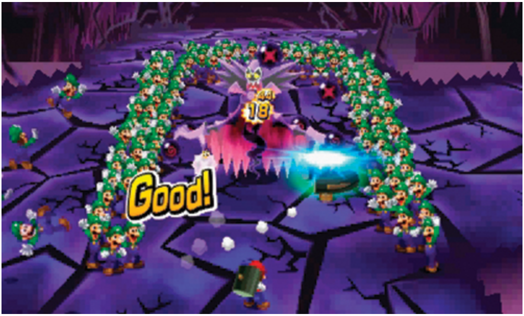
Following Bowser’s departure, Dreambert and Antasma begin fighting, crashing into each other, over and over. Eventually, Antasma escapes into a dream portal, prompting Dreambert to follow. The dream portal collapses after Dreambert enters, preventing Mario and Luigi from following. But soon the dream portal reopens and Dreambert comes flying out, before bouncing along the floor—apparently the fight didn’t go well. Before losing consciousness, Dreambert pleads with Mario to save the island and Dream Stone. Without hesitation, Mario leaps into the dream portal, ready to confront Antasma on his own turf.

Antasma Battle

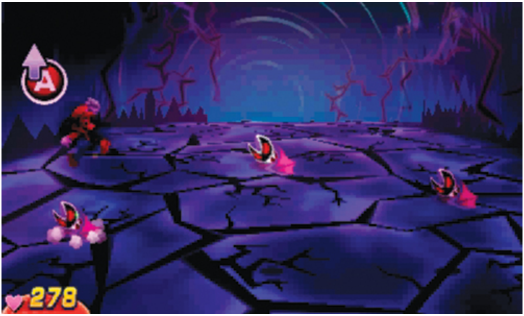




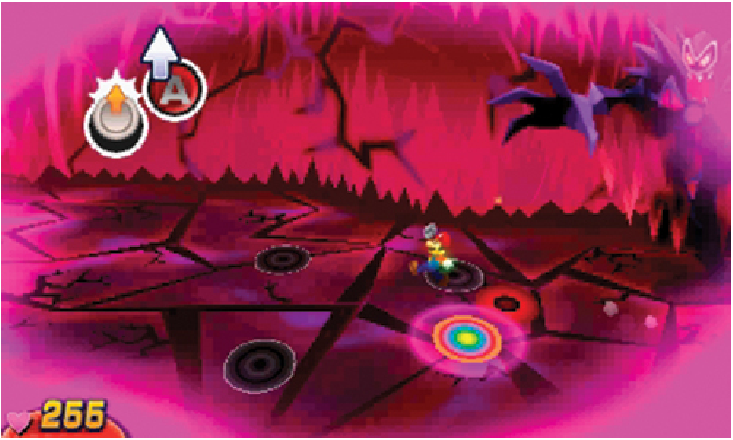
At the start of the battle, Antasma conjures several dark orbs called Antasmunchies. But Mario isn't alone either—he's joined by an ailing Dreambert and Dreamy Luigi. Antasma consumes a few Antasmunchies, increasing his POW. Get ready to counter Antasma's first attack as he creates several clones of himself—pay attention to the one that holds ball of purple energy above his head. As the different Antasmas scramble and form a line, be ready to hit back the ball of purple energy flying toward Mario.

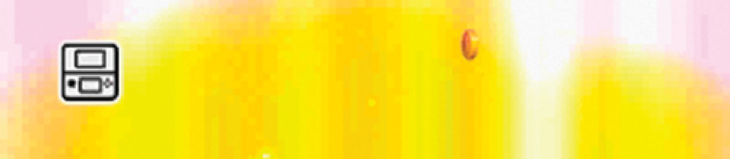


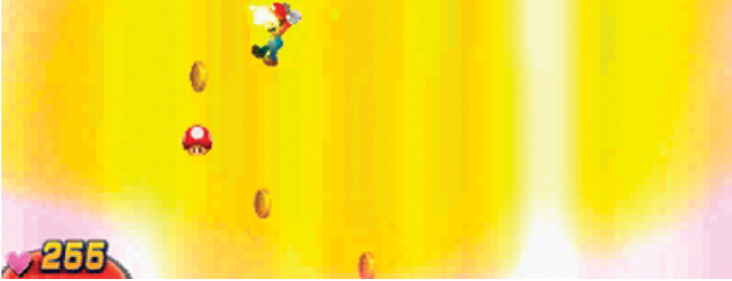
When it's Mario's turn to attack, don't hold back. Choose a powerful Luiginary Attack like the Luiginary Wall or Luiginary Typhoon to inflict as much damage as possible on Antasma and his Antasmunchies. After each attack, Dreambert restores 30 HP to Mario.



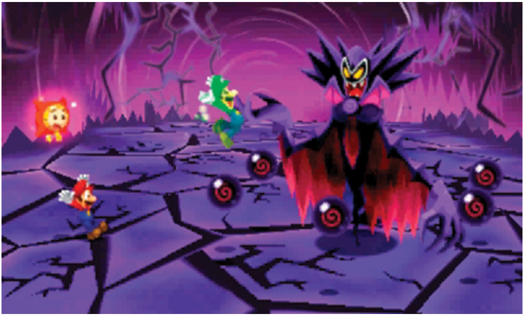
When Antasma transforms into a swarm of bats, be ready to jump as the swarm approaches Mario. But you don't have to jump over every bat. Just jump over the ones that fly low to the ground, directly at Mario. Watch the shadows of the bats on the ground and only jump over the bats whose shadows are aligned with Mario.





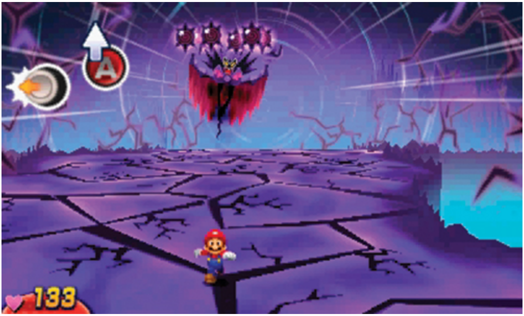


If Mario is hit by the bats or any other Antasma attack, he'll fall asleep, triggering an endless nightmare sequence—you must find an exit or else you'll be trapped here forever. As Antasma chases Mario, jump over the incoming purple blasts. But also jump over the holes in the floor—one of these holes is the exit. When you jump over a hole they will turn different colors. If the hole turns red and black, it leads into a falling sequence requiring you to dodge a series of saw blades. But if the hole is rainbow colored, this is the exit. During the next run through of the endless nightmare, drop through the rainbow colored hole. Tilt the Nintendo 3DS as Mario falls to collect coins and Mushrooms. At the end of the falling sequence, Mario wakes up and is ready to attack—smack your foe with another Luiginary Attack!

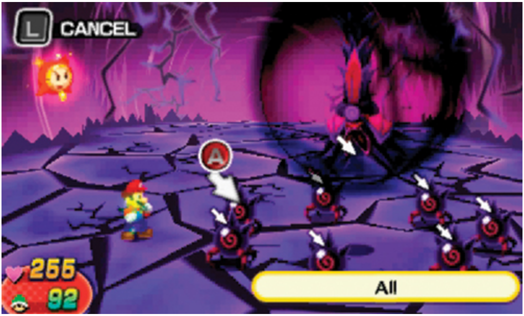


During the battle, Antasma may draw Dreamy Luigi forward and entrap him within one of the Antasmunchies—pay attention to which Antasmunchie Dreamy Luigi is trapped in. Without Dreamy Luigi, Mario can't perform any Luiginary Attacks, so you need to get Dreamy Luigi back as soon as possible. At the earliest convenience, perform a Jump attack on the Antasmunchie containing Dreamy Luigi to set him free.

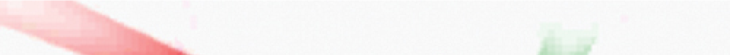
Caution



When Antasma throws a ring, go inside it immediately. If you stay outside of the ring, you'll always get hit by the shock wave and take damage. When Antasma raises his hand, the direction where the ring falls will change, so move toward the side where he raised his hand. It's easier if you stay in the middle of the ring. When Antasma drops both hands, the ring will shrink shortly thereafter. Wait a bit, then jump to dodge the collapsing ring.



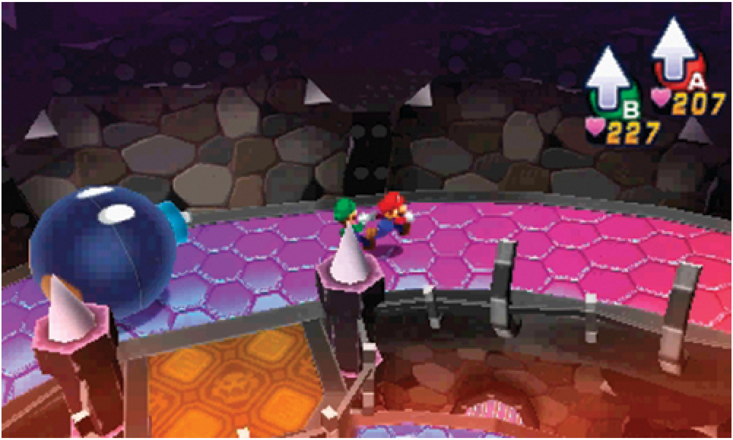
After absorbing a fair amount of damage, Antasma inverts and falls asleep within a purple force field. While sleeping, Antasma steadily replenishes HP and can't be attacked. You must wake him up by destroying all of his Antasmunchies. A Luiginary Attack is the quickest way to target and destroy all the Antasmunchies, causing Antasma to wake from his slumber. If you destroy all the Antasmunchies in one attack turn, Antasma will recover no HP.

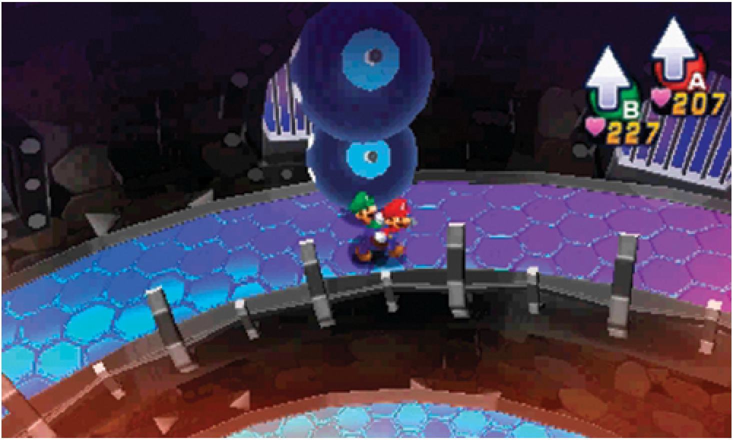


Bowser and his minions are atop the castle.

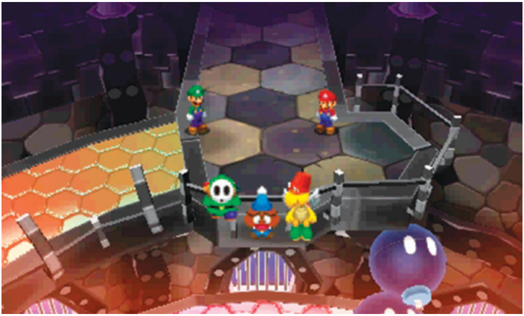
When it's your turn to attack, keep hitting Antasma with one Luiginary Attack after another. Over time this depletes his HP, leading to his defeat and netting you 900 coins, a Dark Hammer, and 7,500 EXP! Following the battle with Antasma, Dreambert urges Mario and Luigi to press forward and confront Bowser atop the castle. Before exiting to the north, save your game at the Save Block. If necessary, backtrack to a shop and stock up on items.

③ Tower Ascent



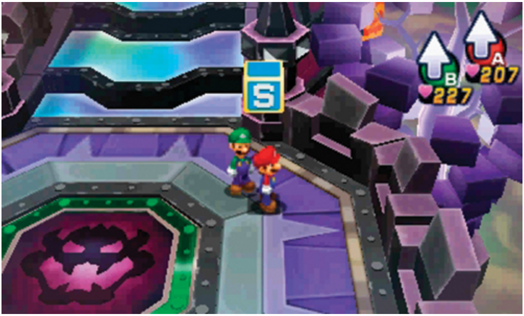


The Elite Trio stand atop this spiral ramp, rolling Mega Bob-ombs toward Mario and Luigi. Dodge the incoming Mega Bob-ombs by moving along the sides of the ramp. If necessary, take cover in one of the ramp's side alcoves and wait for a Mega Bob-omb to pass before continuing the climb. Eventually you'll encounter a few regular sized Bob-ombs along the way, which you can jump over. But watch out for bouncing Mega Bob-ombs descending the ramp side by side. Time your movements carefully, passing beneath one of the bouncing Mega Bob-ombs.

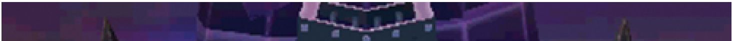


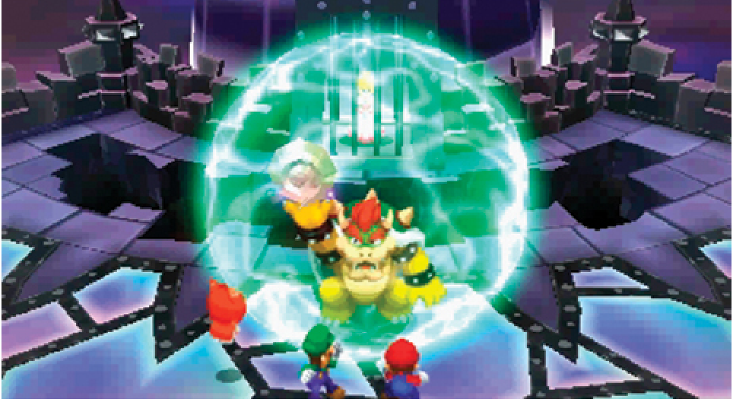
At the top of the tower, the Elite Trio attempt to rush Mario and Luigi. But Mario and Luigi step aside, causing Private Goomp, Sergeant Guy, and Corporal Paraplonk to fall off the ledge, plunging to the bottom of the tower. The path ahead is now clear. Board the lift to the north to reach the top of the tower.

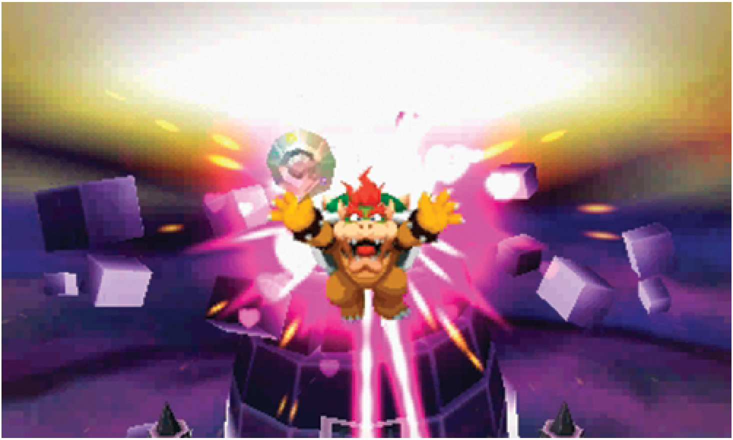
④ Bowser's Tower



You've made it to the top of Neo Bowser Castle! Save your game at the Save Block next to the lift. The game is almost over. If you have any last-minute places to visit, items or Pi'illos to collect, shots to decrypt, Event Stage challenges to complete, or Battle Ring fights to win, do so now. After defeating Bowser, the game is over. But by saving your game here, you can always return to this point and complete those tasks at another time.



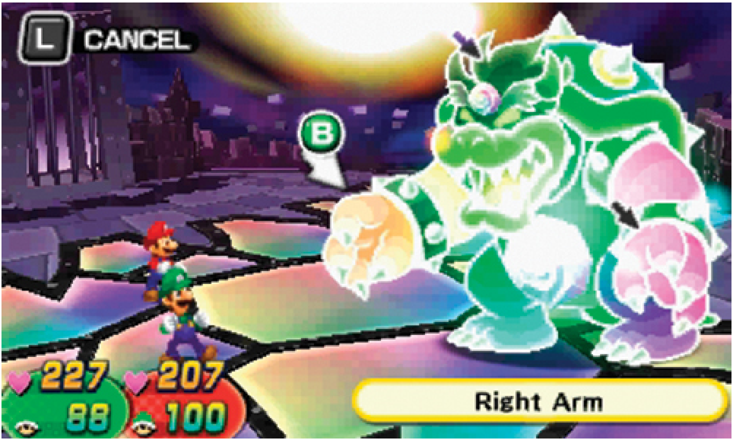


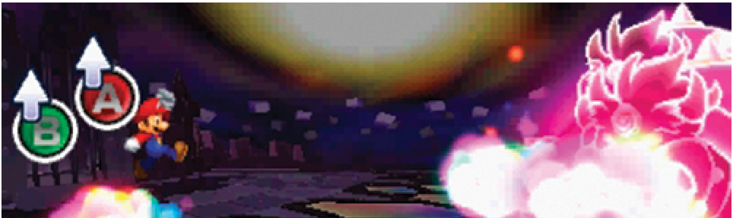


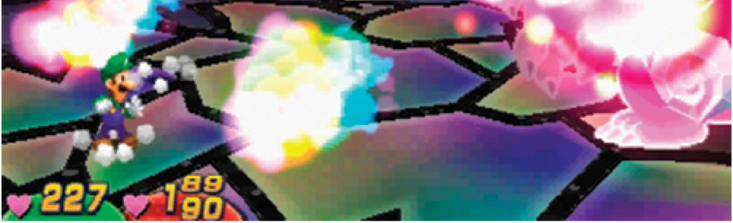
After saving your game, climb the steps to the north—Princess Peach is being held in a cage atop this tower. But before they can rescue Princess Peach, Bowser crashes through the floor and blocks their path. As Bowser taunts Mario and Luigi, Starlow sneaks off toward Princess Peach. As Bowser ascends into the air, using the power the of the Dream Stone, Starlow and Princess Peach target Bowser with pink beams of energy, destroying the Dream Stone at Dreambert's request.

But Bowser inhales the shards from the Dream Stone, making him even more powerful—he is now Dreamy Bowser! Starlow and Dreambert try to stop him, but are tossed to the floor—this is a job for Mario and Luigi. Dreambert replenishes Mario and Luigi's HP and BP just before the final battle gets underway.

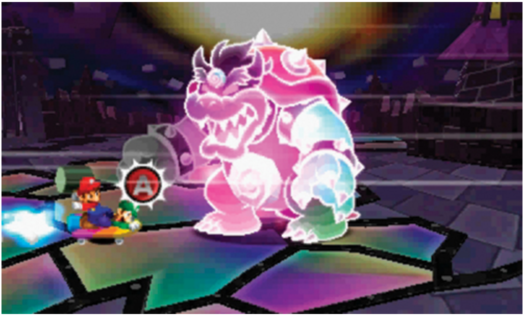
Dreamy Bowser Battle



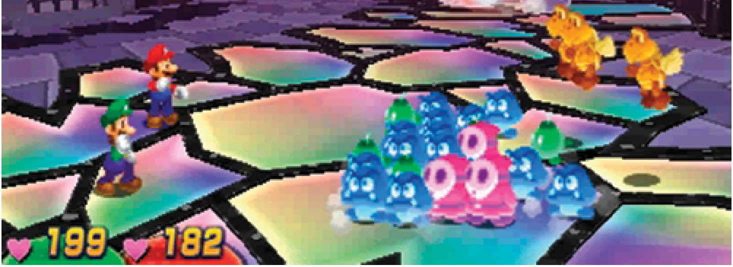


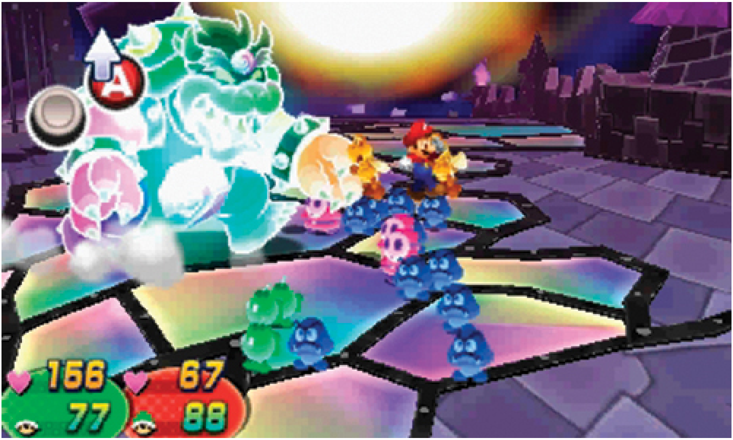


Both of Dreamy Bowser’s arms can be targeted separately from his body. Focus on targeting his right arm first, as this is the arm he uses to deflect attacks to his body. But don’t bother targeting the right arm with simple Jump or Hammer attacks. Use Bros. Attacks like Mario’s Jet-Board Bash or Luigi’s Star Rocket—one Excellent hit from either of these Bros. Attacks should be enough to render his right arm useless. But after attacking his arm, be ready to jump over Dreamy Bowser’s flame attacks. Dodging the first set of attacks is easy, requiring Mario and Luigi to jump at the same time. But as Dreamy Bowser doubles himself, alternate jumps as two sets of flames approach Mario and Luigi at different times.



When it’s your turn to attack again, target Dreamy Bowser’s body with more Bros. Attacks. This is one moment where Mario’s Zee Egg is very effective, dishing out tons of damage. If you don’t have access to the Zee Egg, rely on Mario’s Jet-Board Bash and Luigi’s Slingsniper to dish out some heavy damage.

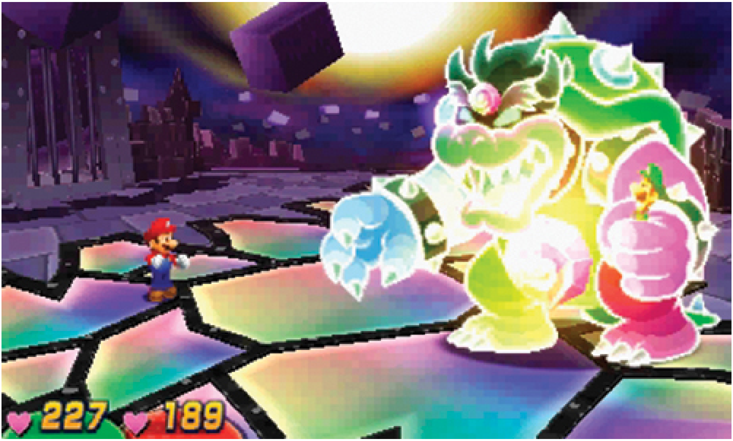


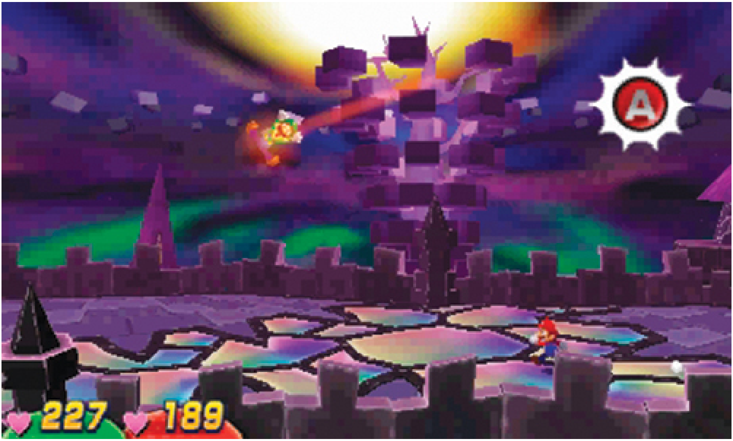


Eventually Dreamy Bowser conjures the Koopa Corps, consisting of Dreamy Goombas, Dreamy Shy Guys, Dreamy Paratroopas, and Dreamy Bob-ombs. As his minions take the foreground, Dreamy Bowser moves to the background and consumes large piles of meat, recovering HP to his arms and body. Dodge and counter the Koopa Corps' charging attack, jumping on all the enemies but the green Dreamy Bob-ombs and Dreamy Shy Guys—the Dreamy Bob-ombs explode if touched, and the Dreamy Shy Guys jump, so stay on the ground when they approach. Then when it's your turn to attack, toss a Taunt Ball at Dreamy Bowser, bringing him to the foreground. As Dreamy Bowser chases Mario and Luigi, guide him through the Koopa Corps, causing him to inflict damage on his own minions. You get three passes, so try to wipe out all the Koopa Corps during one Taunt Ball attack to bring Dreamy Bowser back to the foreground—the longer he stays in the background, the more HP he recovers.

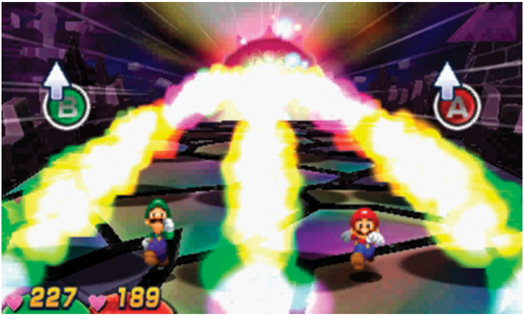
Tip

When targeting the Koopa Corps individually, focus on the Dreamy Bob-ombs first. When defeated, they explode, potentially damaging nearby enemies.

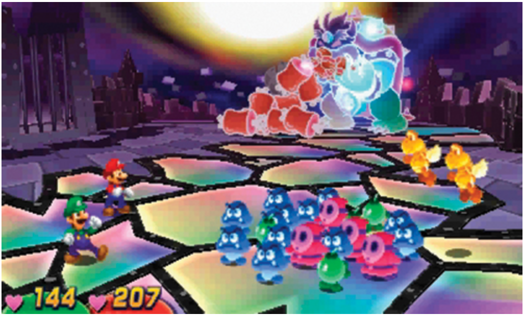




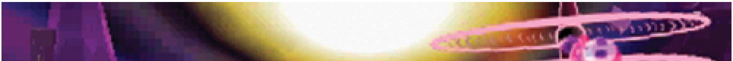
When Dreamy Bowser returns to the foreground, chances are you'll need to attack his right arm again—the feast he enjoyed in the background most likely restored it. But be ready to counter if Dreamy Bowser grabs Mario or Luigi with his left hand. Upon grabbing Mario or Luigi, Dreamy Bowser tosses them through the air. If Luigi is the one sailing through the air, rapidly press Ⓐ to make Mario sprint, catching Luigi before he hits the ground. Likewise, if Mario is the one sailing through the air, press Ⓑ rapidly to make Luigi sprint. If you fail to catch Mario or Luigi during this sequence, they'll return to Dreamy Bowser's left hand—target his left arm to release the other Bro.

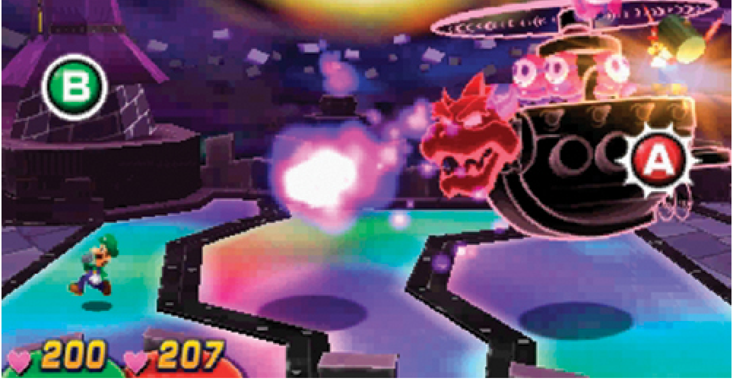


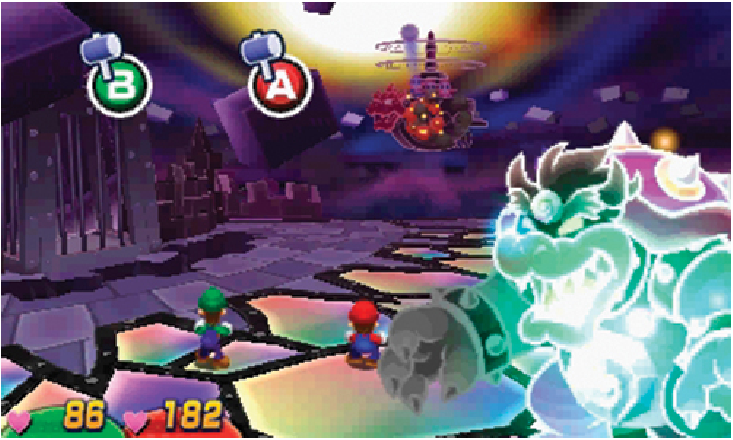
As Mario and Luigi run away from Bowser, be ready to jump to dodge a set of three fiery beams. These beams shift to the left and right, requiring careful jumps to avoid getting struck. Watch Dreamy Bowser in the background. His lateral movements telegraph which way the beams will shift. But there's a slight delay between his movements and the shifting of these beams. So don't jump immediately when you see Dreamy Bowser move—wait a bit, then jump.



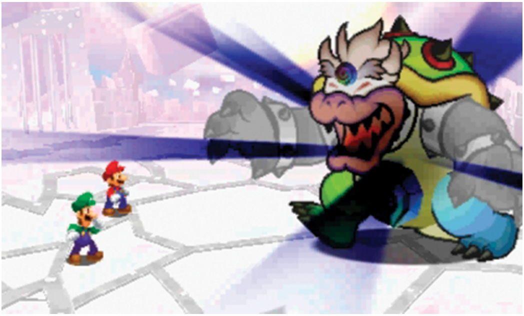
When it's your turn to attack, disable Dreamy Bowser's right arm, then keep hitting his body with Bros. Attacks like the Zee Egg, Jet-Board Bash, Star Rocket, and Slingsniper. As Dreamy Bowser's HP is reduced, he retreats to the background to consume meat while relying on the Koopa Corps to keep you company. Defeat the Koopa Corps as quickly as possible to prevent Dreamy Bowser from fully recovering his HP. Luring Dreamy Bowser with a Taunt Ball is the best way to wipe out the Koopa Corps quickly.



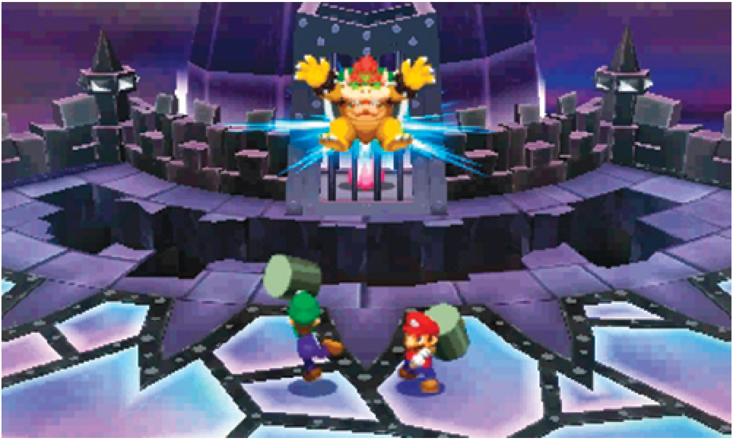


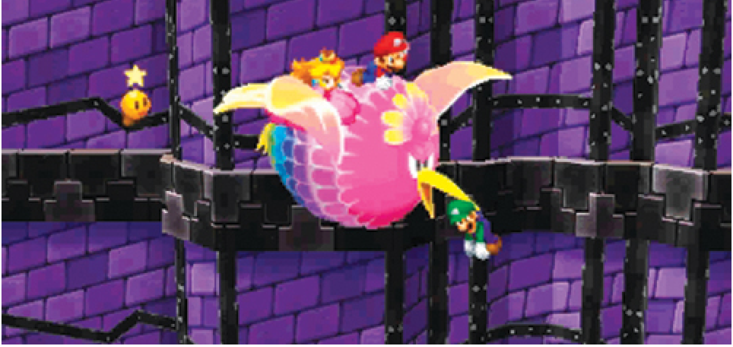


Eventually Dreamy Bowser conjures a Shy Guy Airtub DX, sending it chasing after Mario and Luigi. This sequence requires teamwork. While Luigi runs away from the Airtub, press Ⓑ to make him jump over the incoming blasts of purple energy. Meanwhile, Mario sneaks aboard the Airtub—press Ⓐ to make Mario eliminate Shy Guys with his hammer. Once all four Shy Guys are eliminated, hammer away on Dreamy Bowser's head from the bow of the Airtub to inflict more damage. If you inflict enough damage, the Airtub will crash. Otherwise, the Airtub moves to the background and is replenished with new Shy Guys. The Shy Guy Airtub DX can continue to attack from the background, launching cannonballs at Mario and Luigi—knock them back using your hammers. If countering the Airtub's attacks aren't enough to destroy it, lure it to the foreground with a Taunt Ball. This causes it to chase after Luigi, giving Mario another opportunity to deal heavy damage to the Shy Guys on board as well as the Airtub itself.



Dreamy Bowser is tough, capable of absorbing tons of damage. Defeating him is made all the more difficult by his frequent meal breaks and attacks by his minions. But as long as you keep hammering him with Bros. Attacks, Dreamy Bowser will eventually fall. Remember, disable his right arm, then keep striking his body to inflict heavy damage.





Following the battle, use Luigi’s hammer to knock Bowser into the cage holding Princess Peach. As he rebounds off the cage, use Mario’s hammer to knock Bowser off the side of the castle, flying off in the distance. Princess Peach rushes forward from her cage and thanks Mario and Luigi for rescuing her…again. But they’re not safe yet. With Bowser and Antasma defeated, Neo Bowser Castle begins to crumble. Follow Princess Peach, Starlow, and Dreambert as they race to the south. But shortly after descending the tower, the castle continues to crumble beneath their feet. As they fall, the Zeekeeper arrives in the nick of time, catching Mario and friends.

Epilogue

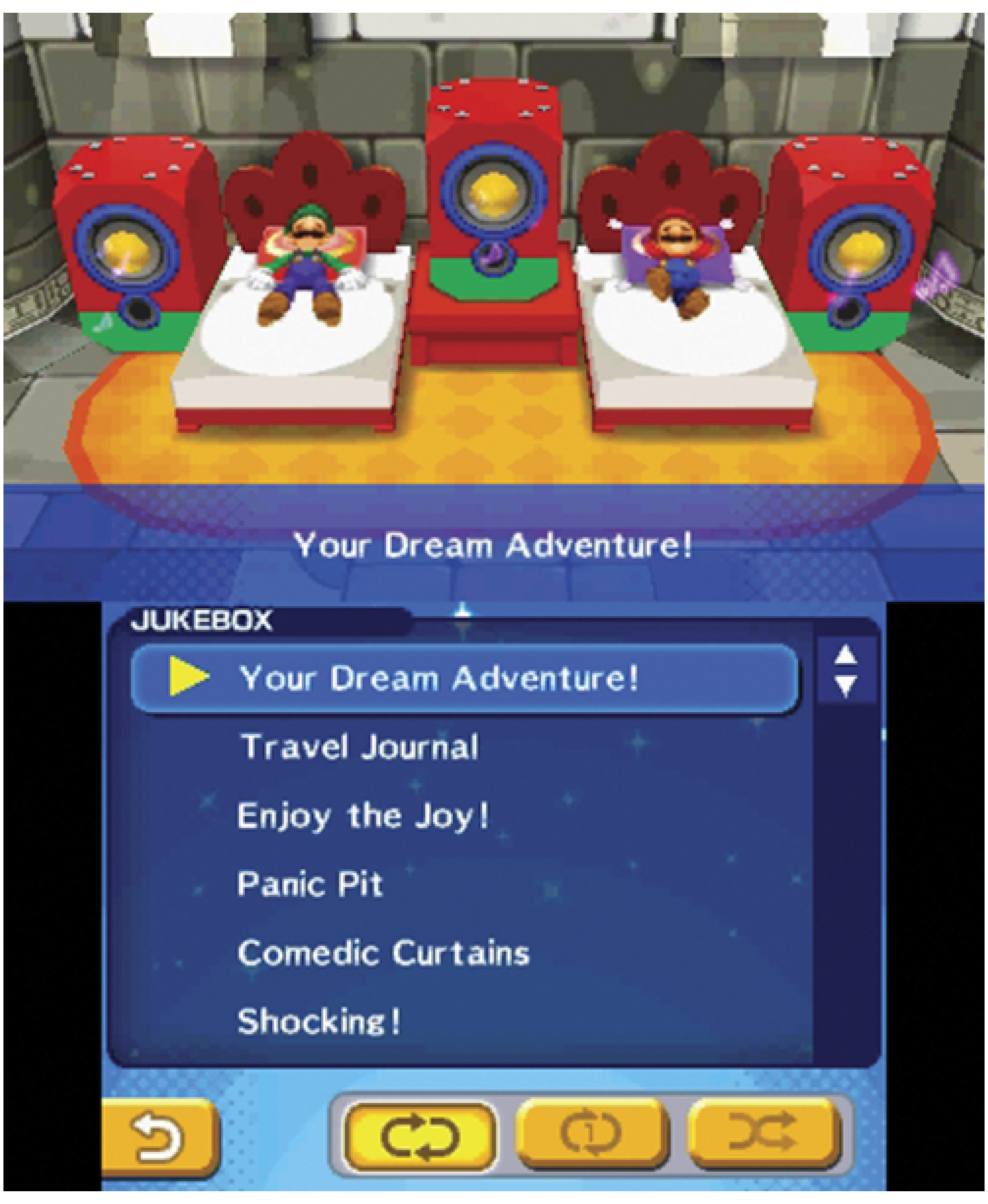
Epilogue

Back at Pi'illo Castle, the Zeekeeper is quite proud of his clutch heroics. Meanwhile, Toadsworth is relieved to finally have Princess Peach back safe and sound. Broque Monsieur and Dr. Snoozemore are equally relieved that Antasma and Bowser have been defeated, saving Pi'illo Island and the entire world from disaster. Dreambert has collected the remaining pieces of the Dream Stone in a jar. But when asked to restore the Dream Stone, the Zeekeeper turns the debris into a giant Dream Coin, placed above Mount Pajamaja. The Zeekeeper urges Dreambert and the others to trust in friends instead of material crutches like the Dream Stone. Instead, the Zeekeeper tells the people of Pi'illo Island to use the Dream Coin to make all dreams come true. With that, the Zeekeeper takes flight and crashes through the Dream Coin, showering coins all over Pi'illo Island. Despite the loss of the Dream Stone, Dreambert is committed to restoring the Pi'illo Kingdom. But for now, Mario, Luigi, and Princess Peach are simply looking forward to enjoying their vacation on Pi'illo Island.

Elsewhere, far above the sea, Bowser, Kamek, and the Elite Trio ride atop a Junior Clown Car. Bowser blames all of this on Antasma. But he pledges to kidnap Princess Peach over and over again until he finally gets away with it.

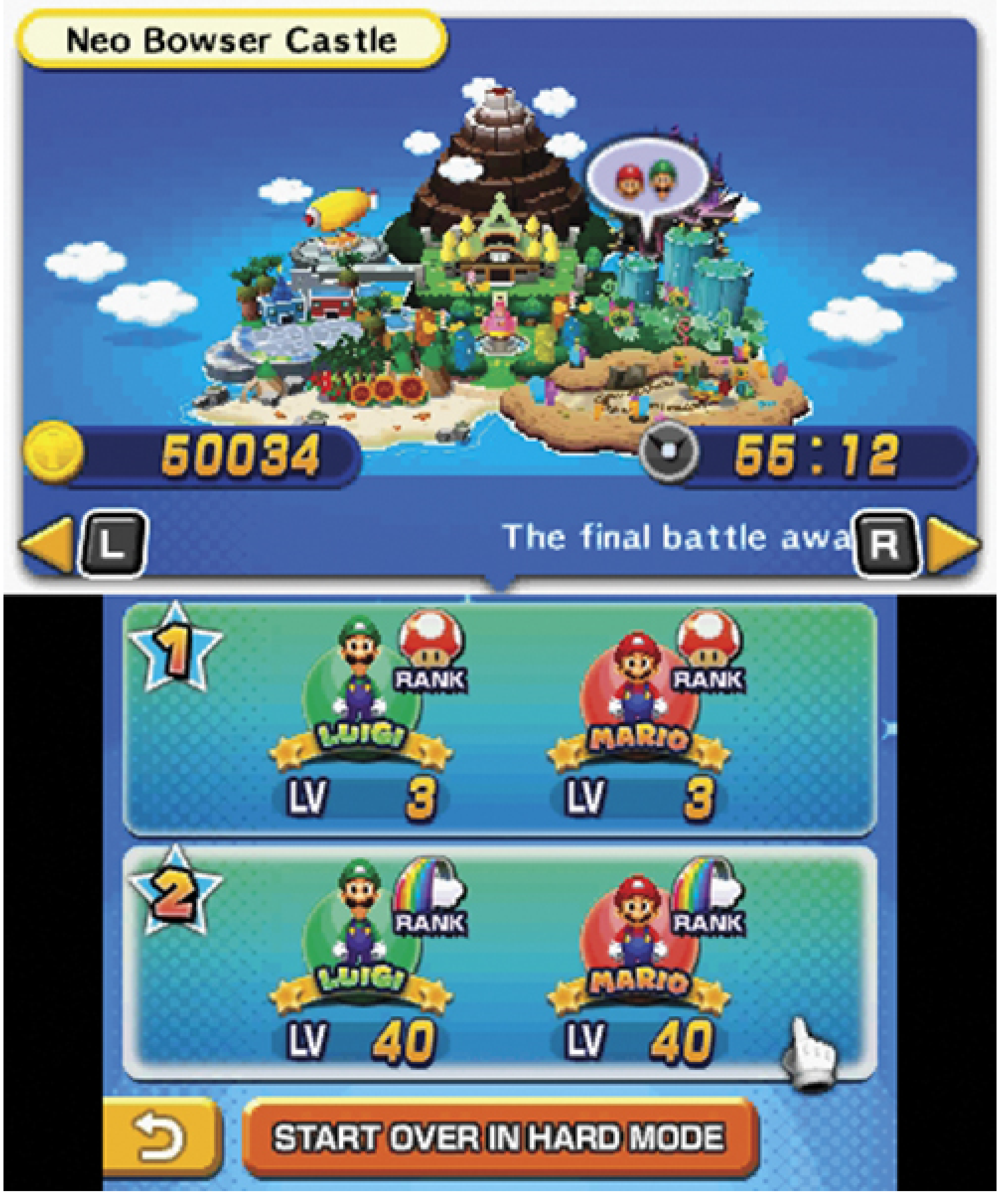
Extended Play

Jukebox


Your Dream Adventure!
JUKEBOX
Your Dream Adventure!
Travel Journal
Enjoy the Joy!
Panic Pit
Comedic Curtains
Shocking!

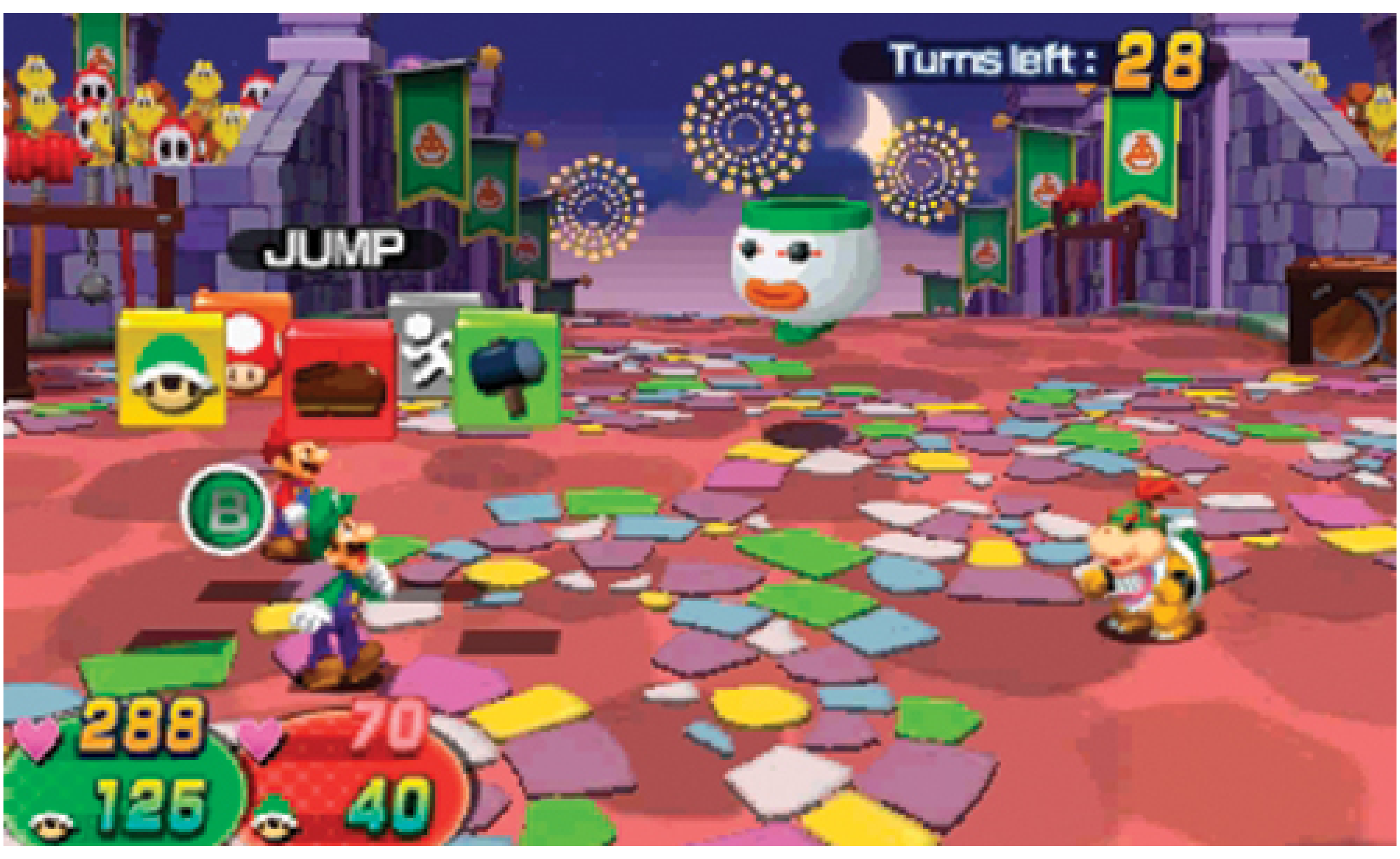
After completing the game, the Jukebox option is available from the main menu. Here you can select different musical tracks from the game. Select from the long list of tracks and enjoy some tunes. By selecting the buttons at the bottom, tracks can be repeated or shuffled for a random play list.

Hard Mode


Neo Bowser Castle
50034
55:12
L
The final battle awa
R
1
RANK
LUIGI
LV 3
RANK
MARIO
LV 3
2
RANK
LUIGI
LV 40
RANK
MARIO
LV 40
START OVER IN HARD MODE

Hard Mode is also unlocked after completing the game. When staring a new game, choose the "Start Over in Hard Mode" button at the bottom of the screen to begin a new adventure. During Hard Mode, enemy attacks have slightly different timing and deal more damage, making for more challenging battles. Furthermore, you can only carry a maximum of 10 of each item. For example, you can only carry 10 Mushrooms, 10 Super Mushrooms, 10 Ultra Mushrooms, etc. However, if you acquire the Bottomless Gloves, that item restriction is lifted.

Battle Medley: Bowser Jr.


Turns left : 28
JUMP
B
288
70
125
40

Once you've defeated Antasma, the Battle Medley is available at the Battle Ring in Pi'illo Castle. In this battle you must defeat all of the bosses you've encountered during the game within a total of 45 turns. The concluding battle in the Battle Medley pits Mario and Luigi against Bowser Jr. Defeating Bowser Jr. is challenging but fun—any time you use a Bros. Attack, he steals it, preventing it from being used again. Bowser Jr. hides within his Junior Clown Car, protecting him from most attacks—you can still hit him with Jump attacks. But when Bowser Jr. exits his Junior Clown Car, he's more vulnerable. When the Junior Clown Car is vacant, perform a Jump attack on it to take control, chasing Bowser Jr. around in his own vehicle—tilt the Nintendo 3DS to control it. While controlling the Junior Clown Car, you can retrieve your confiscated Bros. Attacks. After the Junior Clown Car crashes, look closely to spot Monty Mole in the background, attempting to fix the vehicle. Tossing Taunt Balls at Monty Mole will prevent him from fixing the Junior Clown Car, leaving Bowser Jr. exposed. Bowser Jr. has the most HP of any enemy, so be prepared for a tough fight—it's recommended to be level 40 or higher before even attempting the Battle Medley.

Enemies

Enemies

Visitors to Pi'illo Island are sure to enjoy the scenic vistas from Mount Pajamaja, the lush gardens of Mushrise Park, and warm beaches of Driftwood Shore. But one thing missing from the tourist brochure is any mention of monsters. The island is teeming with a variety of hostile creatures, posing a direct threat to Mario, Luigi, and all other guests. Antasma's presence hasn't made the island any safer, filling both the real world and dream world with even more monsters.

This chapter offers an in-depth look at every enemy Mario and Luigi encounter during their Pi'illo Island adventure. Browse through the alphabetical lists of real world and dream world enemies to learn more about what to expect from each battle. Included are complete Stats and locations for every enemy, as well as how many coins and what kind of loot they may drop.

Know Your Enemy

Here's a quick rundown of how to read the Stats listed for every enemy.

LVL: The level of the enemy.

HP: The health of the enemy at the start of the battle.

POW: The enemy's strength. The higher the number, the more damage an enemy attack can do.

DEF: The enemy's resistance to damage from your attacks.

SPD: This measures the enemy's initiative. The higher the number, the more likely the enemy will get the first turn.

EXP: Amount of experience awarded for defeating the enemy.

Coins/Rate: Amount of coins dropped by the enemy when defeated. The rate column indicates the percentage at which the enemy drops coins.

Normal Loot/Rate: Enemies sometimes drop common items or gear. The rate column indicates the percentage at which the enemy may drop this loot.

Rare Loot/Rate: Enemies sometimes drop rare items or gear. The rate column indicates the percentage at which the enemy may drop this loot.

Real World Enemies

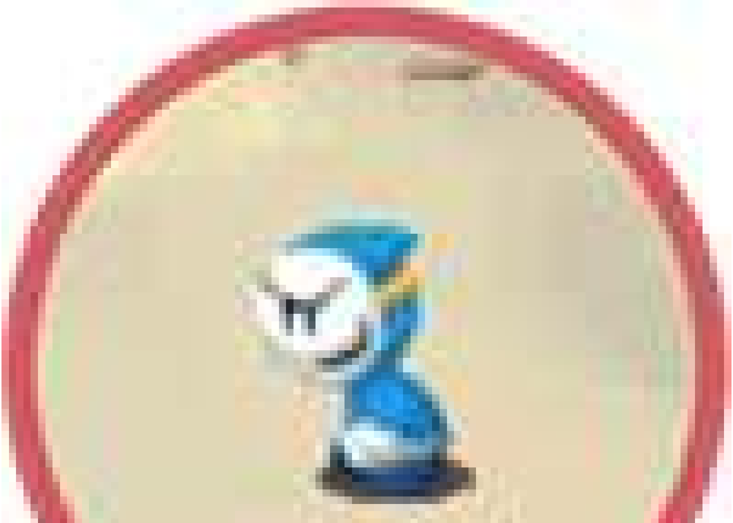
Real World Enemies

Bandit

Locations: Dozing Sands, Somnom Woods

Stats

LOCATION	LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
Dozing Sands	25	111	135	122	125	110	20	100%	Taunt Ball	10%	Gloves DX	2%
Somnom Woods	27	123	158	133	138	100	0	100%	None	0%	None	0%



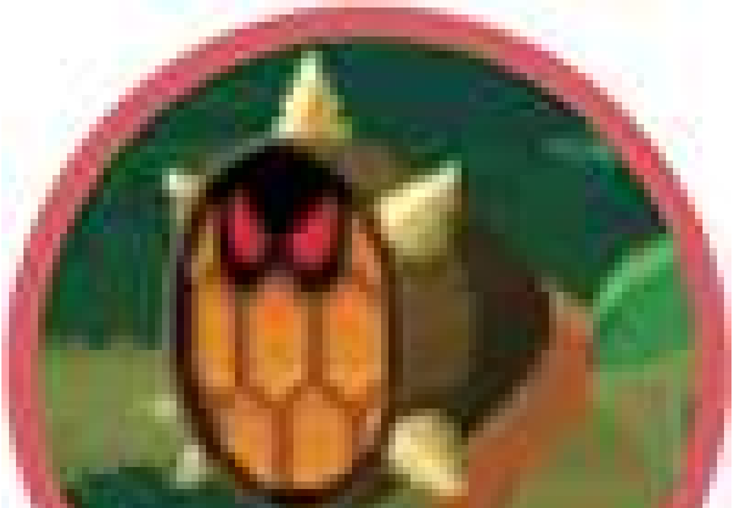
Bandits are tricky enemies, eager to steal Mario and Luigi's coins. When they toss smoke bombs, be ready to jump over (or on) them as they emerge from the smoke and charge at Mario and Luigi—if they make contact, they'll inflict damage and steal 100 coins. Keep track of the Bandits that have stolen coins, and defeat them before they can escape. Bros. Attacks work best against these enemies—try Mario's Bomb Derby. But if you're low on BP, simple Jump and Hammer attacks will suffice. You only have one attack turn to defeat Bandits holding your coins. If you're unsuccessful in defeating them in your turn, they'll toss a smoke bomb and run away, taking 100 coins with them. In another attack, Bandits will push explosive decoys toward Mario and Luigi from the confines of their smoke screen—don't take the bait. Striking one of these decoys with your hammer will only damage you. Wait until the real Bandit emerges from the smoke, then strike him with your hammer.

Beehoss

Locations: Somnom Woods

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
27	123	158	133	138	100	0	100%	None	0%	None	0%



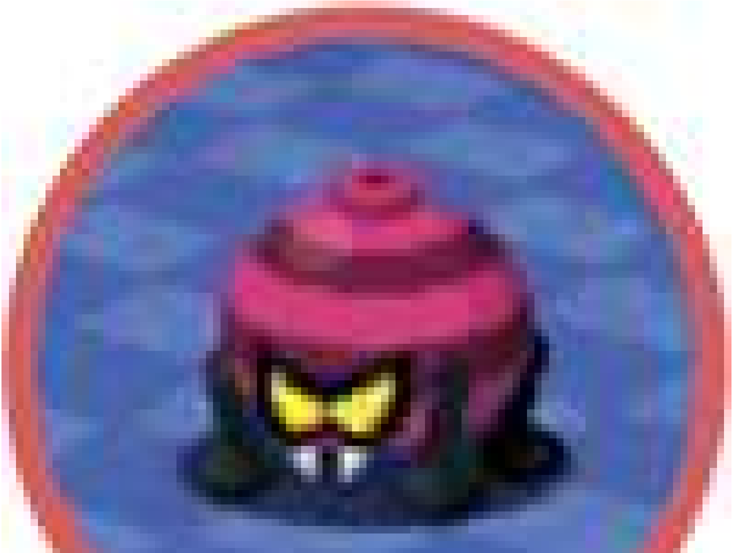
This peculiar flower-like enemy is covered in spikes. Therefore, use Hammer attacks instead of Jump attacks—Bros. Attacks are also effective. During their attack phase, the Beehoss sends swarms of bees at Mario and Luigi. Simply jump over these swarms. Jumping on the swarms only agitates the bees, causing them to sting Mario or Luigi. After inflicting damage, the bees immediately return to the Beehoss. But if you completely avoid contact with the bees, the Beehoss will have no bees to attack with for a few turns, leaving it defenseless until the bees eventually return.

Bloatula

Locations: Pi'illo Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
4	12	38	34	18	5	4	100%	Nut	4%	Secret Box	2%



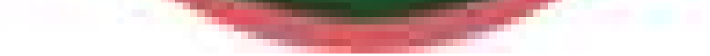
Bloatulas are large spider-like monsters. There’s nothing particularly challenging about defeating the Bloatulas. Simply use Jump attacks to whittle down their HP while evading or countering their simple attacks.

Boomerang Bro

Locations: Somnom Woods

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
27	135	193	141	83	160	30	100%	Ultra Nut	3%	Heart Wear	2%



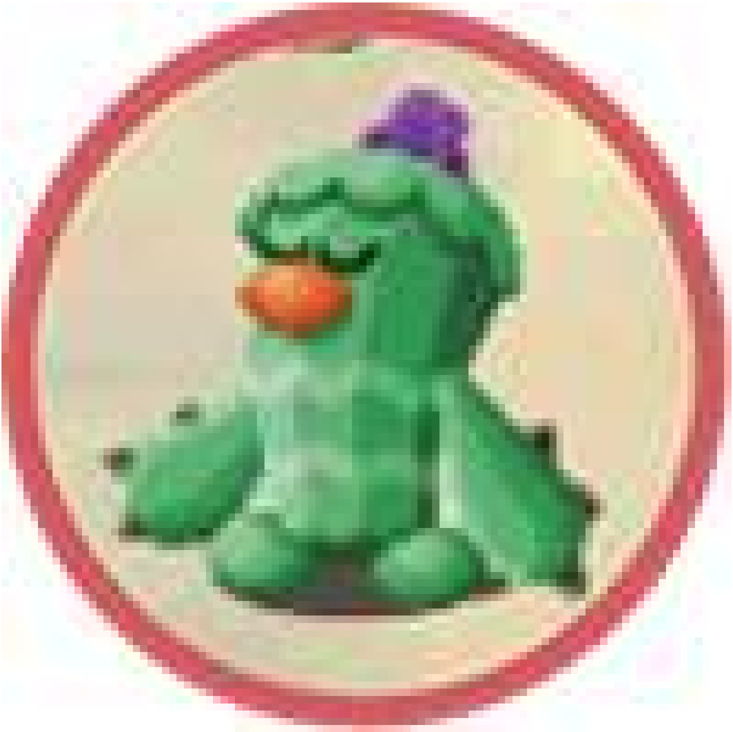
Avoid incoming boomerangs tossed by Boomerang Bros.—initiate a battle by jumping on or hammering this foe. When these enemies attack, watch the Commander Lakitus hovering in the background—they raise M or L flags, indicating whether Mario or Luigi is about to be attacked. Use your hammers to knock back the boomerangs. In other instances the Commander Lakitus will indicate what type of boomerang attack is coming. If the Commander Lakitus move in a circular motion, be ready to jump over the incoming boomerang, so it returns and strikes the Boomerang Bro who threw it. These enemies are best defeated with standard Jump attacks. Or if you want to end the battle quickly, use a Bros. Attack like Bomb Derby.

Caccac

Locations: Dozing Sands

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
11	74	60	77	23	32	16	100%	Super Candy	10%	Bare Boots	4%



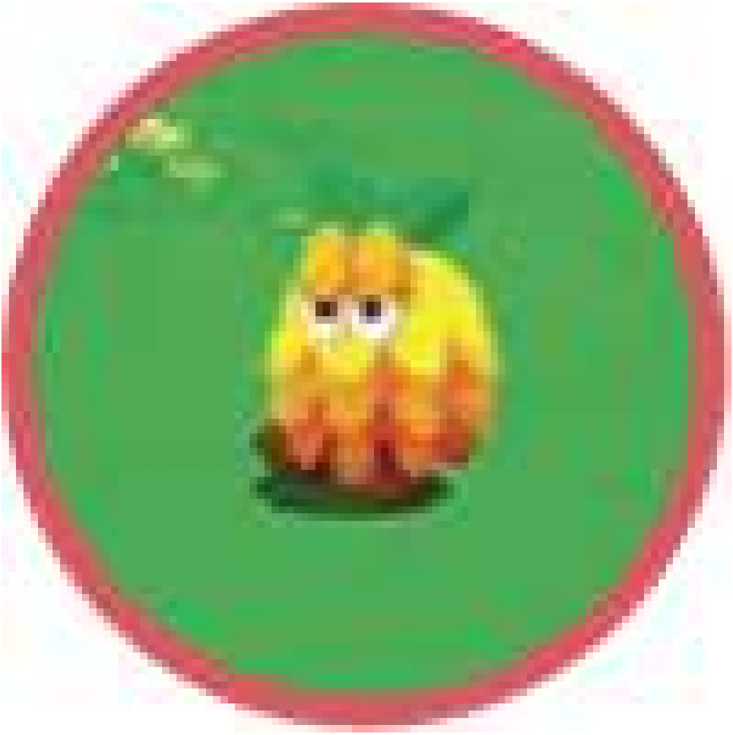
Be ready to knock these guys back during their multi-stage charge attack by using your hammer. Even after knocking them back one time, be ready to keep hitting them as they continue their attack. Caccacs also throw cactus chunks at Mario and Luigi. Be ready to jump if the toss goes low. Otherwise, don't jump at all—the chunk will fly over Mario and Luigi's heads and circle back hitting the Caccac.

Capnap

Locations: Mushrise Park

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
5	16	40	38	23	15	5	100%	Mushroom	5%	Candy	2%



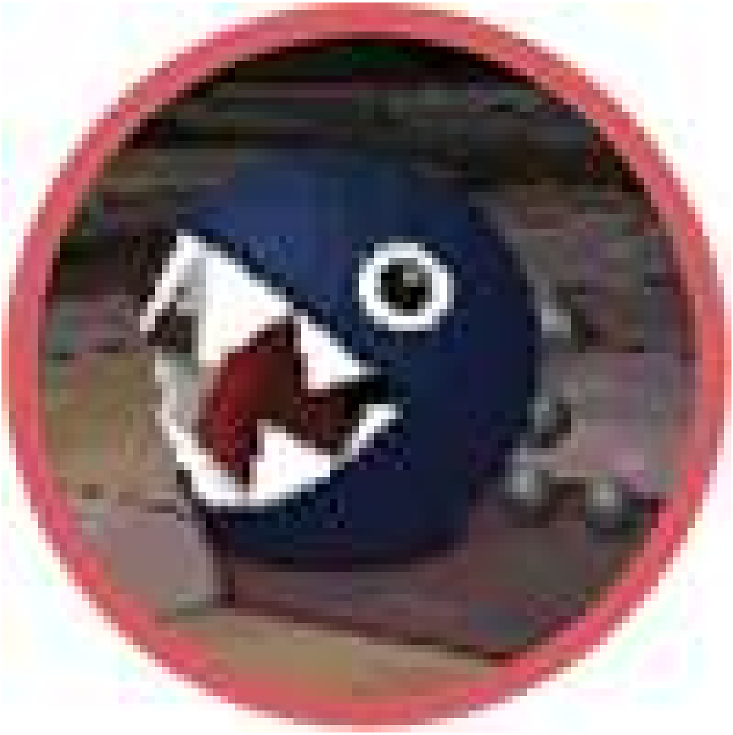
Use Jump attacks to perform preemptive attacks on these enemies. During battle, Jump attacks are most effective against Capnaps.

Chain Chomp

Locations: Neo Bowser Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
34	245	300	275	104	50	80	100%	Max Nut	8%	POW Scarf DX	1%



These enemies always appear with a Walker Guy who tries to maintain control. In these battles target the Chain Chomps first, as they pose the biggest threat. Fire-based attacks aren't very effective against the Chain Chomps, so consider hitting them with standard Jump attacks or Bros. Attacks, like Bomb Derby, Dropchopper, or Slingsniper. But be ready to counter the Chain Chomps as they come charging at Mario and Luigi, dragging their Walker Guy along the way. Instead of jumping over the charging Chain Chomp, jump on it to inflict moderate damage. You can even jump on the Walker Guy, potentially defeating him. Chain Chomps also fling their Walker Guys at Mario and Luigi—knock the Walker Guy out of the air with your hammer, then be ready to smack the charging Chain Chomp as he approaches.

Commander Lakitu

Locations: Somnom Woods

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
27	1	1	133	83	100	20	100%	None	0%	Heart Wear	15%

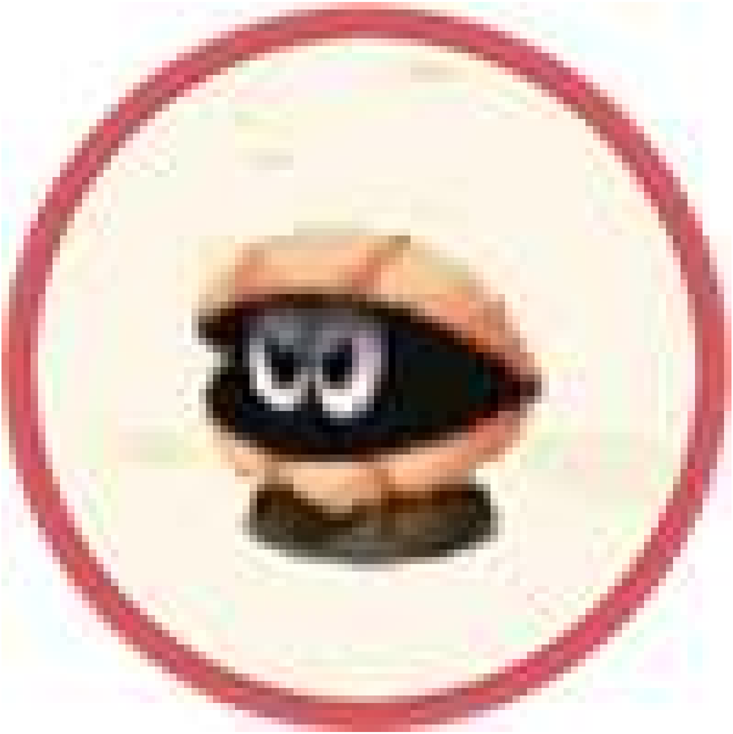
Commander Lakitus usually appear in the background during Boomerang Bro attacks—they raise M or L flags, indicating whether Mario or Luigi is about to be attacked. If the Commander Lakitus move in a circular motion, be ready to jump over the incoming boomerang, so it returns and strikes the Boomerang Bro who threw it. Simply toss a Taunt Ball at these enemies to defeat them—they have very low HP.

Durapurl

Locations: Driftwood Shore

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
21	89	112	350	61	130	30	100%	1-Up Deluxe	3%	None	0%



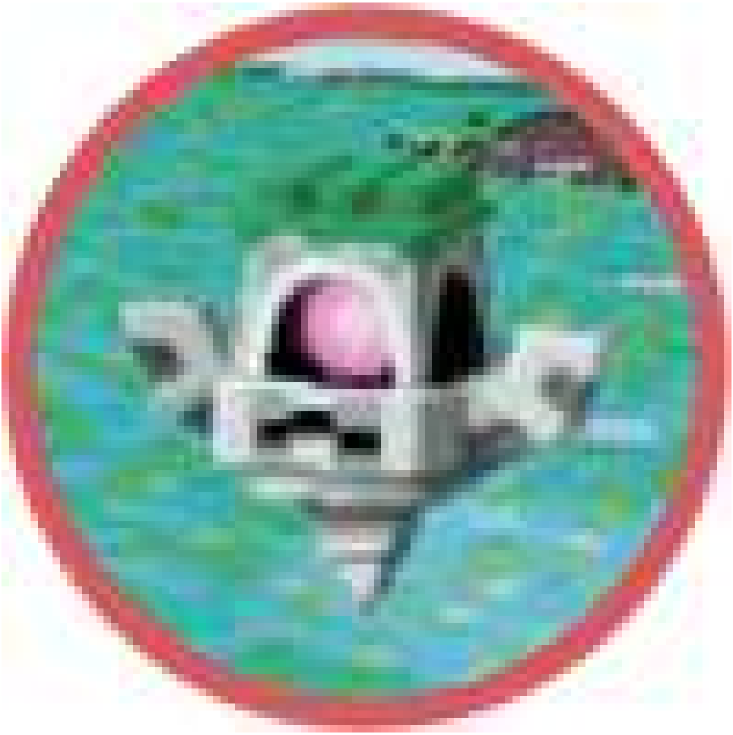
Due to their shell exterior, these guys can absorb some heavy hits. To inflict more damage, hit them while they're out of their shell. During their attacks, they exit their shell and roll at you—counter by jumping on top of them. Damage dealt during these counters far exceeds what can be dished out during your own attacks, so time your jumps carefully to end these battles quickly.

Eyepi'illo

Locations: Somnom Woods

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
28	138	247	277	105	290	50	100%	Taunt Ball	5%	Bare Hammer DX	2%



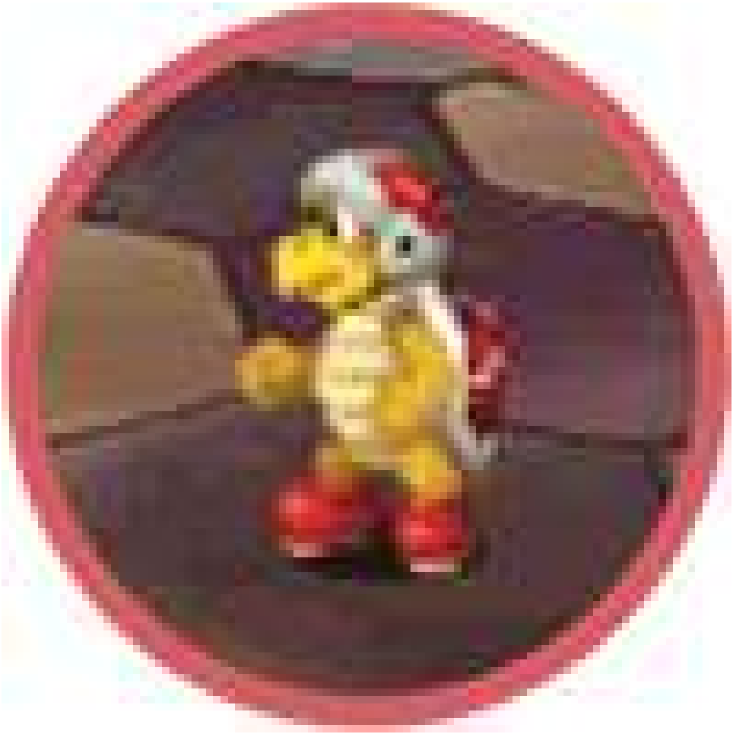
Wait until these floating stone enemies descend to the ground, then whack them with a hammer or jump on them to initiate a battle. During one of their attacks Eyepi'illos spin around in front of Mario and Luigi, emitting pink sparks in one direction—this indicates the direction they're about to fire. Interrupt this sequence by striking the spinning Eyepi'illo with your hammer while the sparks are facing away from you. If you time it just right, the Eyepi'illo will stop and shoot one of its comrades on the right. Jump attacks and Hammer attacks are both effective against these enemies.

Fire Bro

Locations: Neo Bowser Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
30	172	252	190	94	300	50	100%	1-Up Deluxe	4%	Crystal Boots	3%



These enemies perform much like the Boomerang Bros. from Somnom Woods, but instead of tossing boomerangs, they hurl fireballs. Keep an eye on their hands when they attack—if a fireball appears get ready to jump. However, sometimes a Fire Bro throws a coin instead of a fireball—there's no need to jump over incoming coins. Occasionally a Fire Bro launches a massive fireball into the air, causing it to disappear. But the fireball returns after a few turns, coming down from above, so be ready to counter the incoming fireball by striking it with your hammer. When it's your turn to attack, rely on Jump attacks to defeat these guys. Or, if facing off against a large number of Hammer Bros., consider using a Bros. Attack like Mario's Bomb Derby or Luigi's Dropchopper.

Flaming Antasmaton

Locations: Neo Bowser Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
31	190	220	213	128	400	70	100%	Ultrasyrup Jar	4%	Farmer Boots	1%

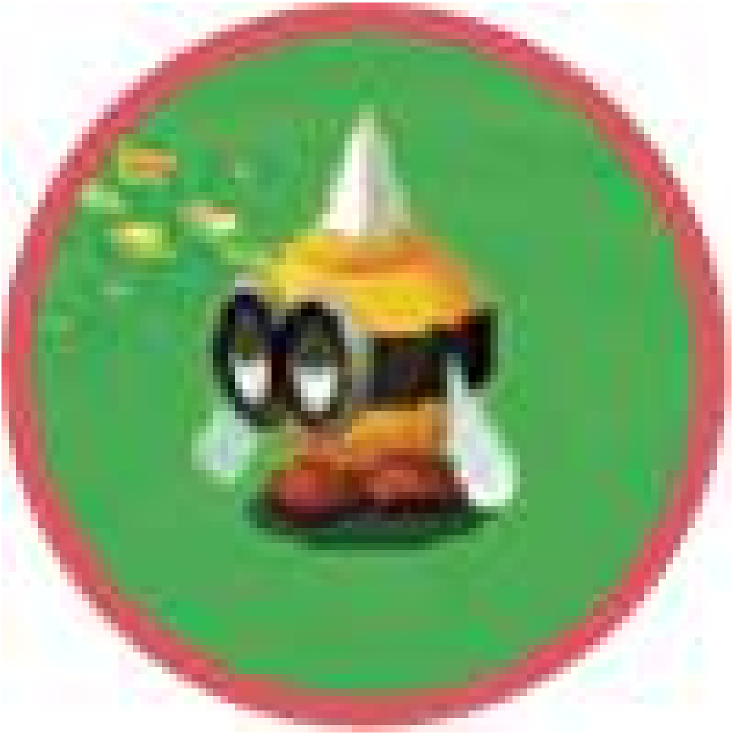
These spinning mechanical bats spew flames, requiring Mario and Luigi to stay on their toes. When a Flaming Antasmaton approaches from the top or bottom of the screen, be ready to jump as the foe spins and moves across the floor—both Mario and Luigi need to jump to avoid this flame attack. Keep jumping until the attack has concluded. Later, the Flaming Antasmaton may try another spinning attack, targeting Mario or Luigi. But pay close attention to the changing rotational speeds of the Flaming Antasmaton. Jump over the first flame attack, then watch and wait as the Flaming Antasmaton slows down—if you jump too soon you'll land directly on top of the incoming flame. As with the Fire Bro, rely on basic Jump attacks to defeat these enemies. But a Bros. Attack may be necessary if confronting a large group of Flaming Antasmatons.

Flibbee

Locations: Mushrise Park

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
6	36	41	36	31	17	7	100%	Syrup Jar	10%	So-so Hammer	2%



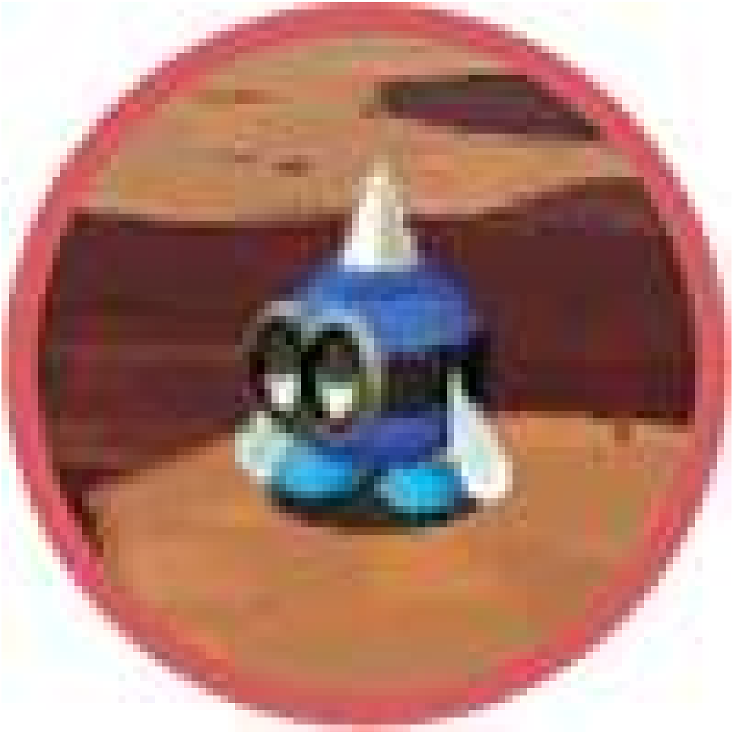
Jump attacks are not advisable against Flibbees due to the large spike on their head. Instead, use your hammers to hit these enemies while they're on the ground. Flibbees are only vulnerable to Jump attacks when they're in the air and their spike is pointing down—hammer attacks will miss against an airborne Flibbee.

Flibbee R

Locations: Mount Pajamaja

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
17	142	101	82	66	75	26	100%	Supersyrup Jar	5%	None	0%



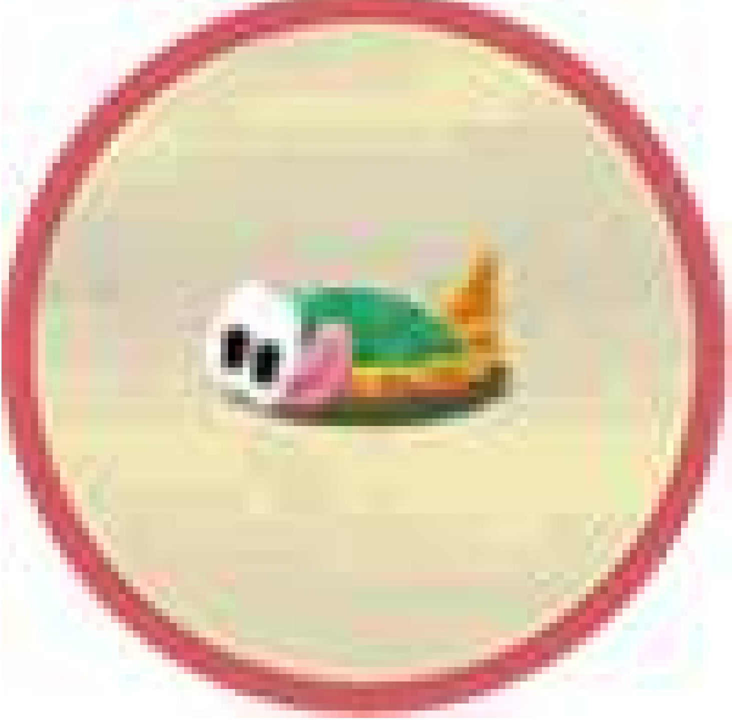
This blue enemy performs much like the yellow Flibbee you encounter in Mushrise Park. When the Flibbee R is on the ground, use Hammer attacks—don’t jump on him unless the spike on his head is facing downward.

Flounderflage

Locations: Dozing Sands

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
9	28	39	51	43	24	8	100%	Super Nut	6%	Shock Bomb	5%



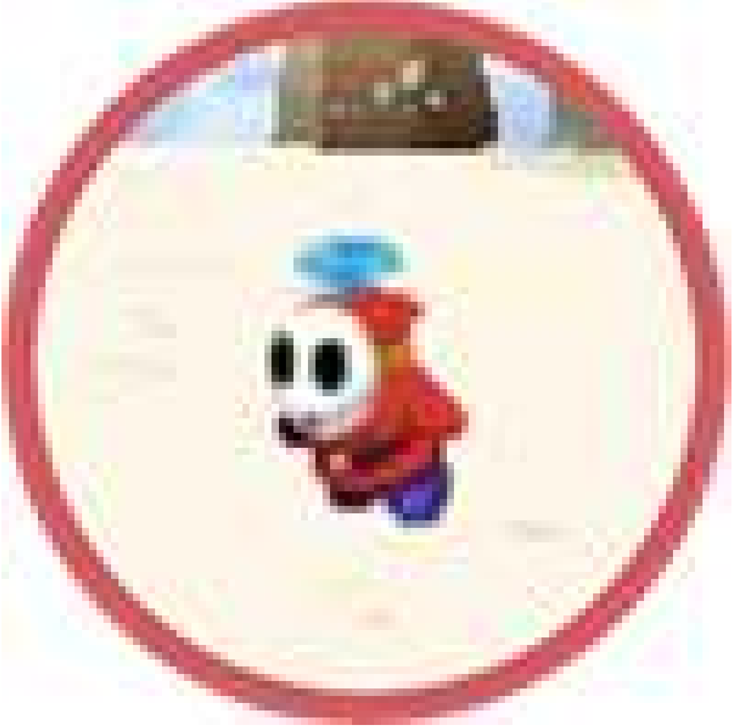
Watch out for the Flounderflage lurking beneath the sand in Dozing Sands—and watch for their eyes peeking out of the surface. Jump on top of these enemies before they emerge from the sand and attack. If they hit you first, there's a chance they will trip Mario or Luigi. The Flounderflages don't put up a particularly fierce attack. Simply jump on top of them to counterattack.

Fly Guy

Locations: Driftwood Shore

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
20	138	125	107	83	100	35	100%	Super Mushroom	5%	Mushroom Amulet	1%



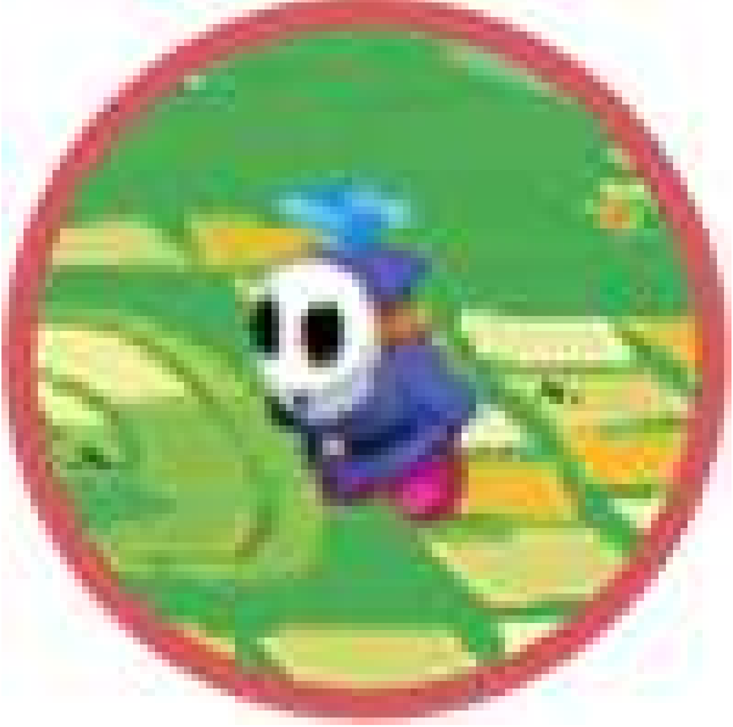
Wait for Fly Guys to land, then jump on them to initiate a battle, or strike them with your hammer as they swoop down. Fly Guys are joined by Goombas in battle, sometimes dropping them on Mario or Luigi—counter by striking the incoming Goomba with your hammer. When it’s Mario and Luigi’s turn to attack, rely primarily on Jump attacks to defeat these enemies.

Fly Guy R

Locations: Pi’illo Blimport, Mushrise Park, Driftwood Shore

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
23	149	156	138	98	190	35	100%	Ultra Mushroom	5%	Bros. Wear	2%



The Fly Guy Rs perform just like the standard Fly Guys you encountered earlier, only they're a bit tougher and joined by their equally more durable Goomba Rs—you should have no problem defeating them.

Golden Egg

Locations: Somnom Woods

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
27	68	1	664	1	0	200	100%	None	0%	None	0%

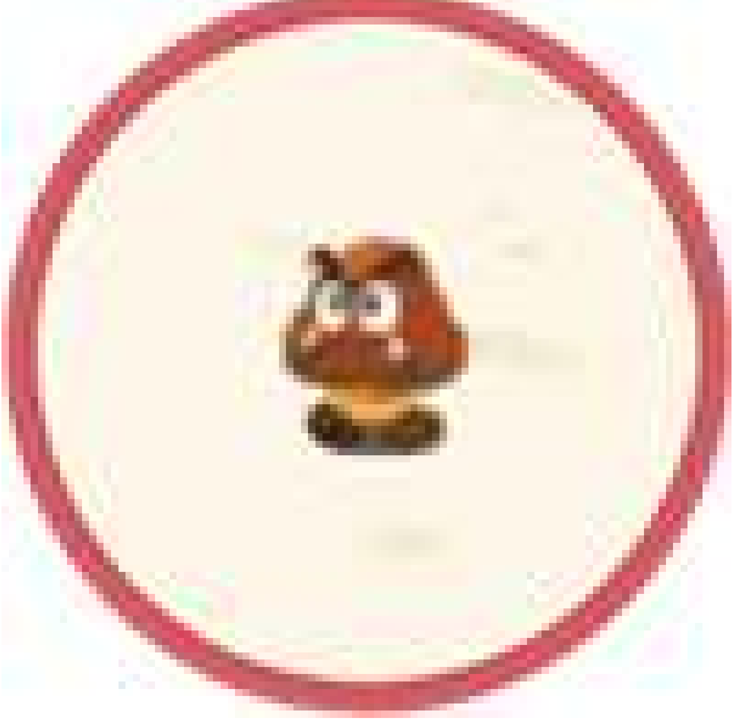
Encountering a Golden Egg in battle is extremely rare and only occurs in Somnom Woods, outside the Pi'illo Temple area. While battling other enemies, there's a chance a Bandit will appear in the background carrying a Golden Egg. Strike the Bandit with a Taunt Ball to make him drop the Golden Egg. As the Golden Egg bounces toward Mario and Luigi, they must hit it with their hammers to receive a coin bonus. Since these encounters are random and rare, flee from enemies during battle and reengage until you come across a Bandit with a Golden Egg.

Goomba

Locations: Driftwood Shore

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
20	54	83	86	51	15	15	100%	Boo Biscuit	10%	None	0%



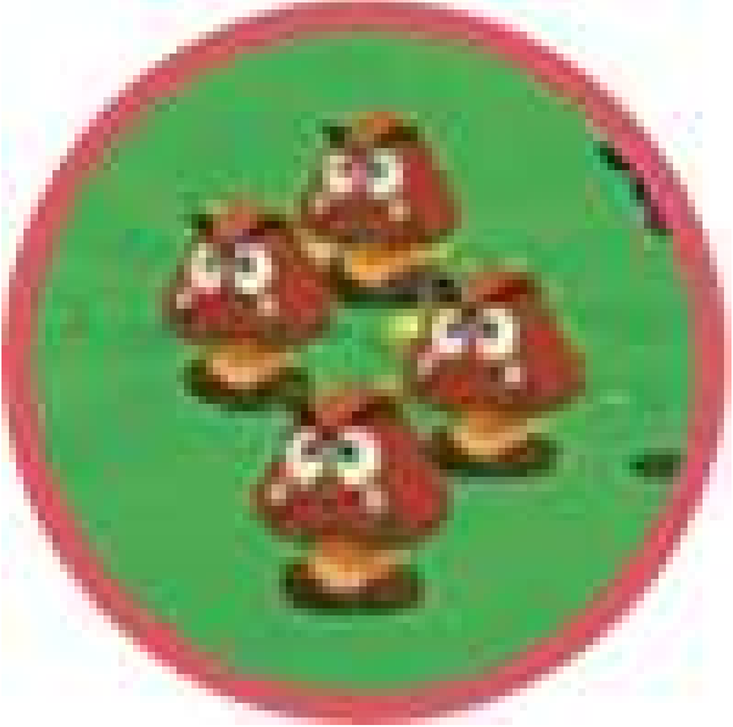
Fly Guys are joined by Goombas in battle, sometimes dropping them on Mario or Luigi—counter by striking the incoming Goomba with your hammer. Goombas are easily countered by simply jumping on them during their charging attacks.

Goomba R

Locations: Mushrise Park, Driftwood Shore

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
23	58	104	110	60	30	10	100%	Boo Biscuit	10%	None	0%



Goomba Rs appear with Fly Guy Rs in battle. Counter by jumping on or hitting the Goomba Rs with your hammer. When it's your turn to attack, target the Fly Guy Rs first, then attack the Goomba Rs last.

Gromba

Locations: Pi'illo Blimport, Pi'illo Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
2	8	27	12	15	3	1	100%	Mushroom	10%	1-Up Mushroom	4%

This is the first enemy Mario and Luigi encounter. When Grombas roll toward you, time your jump carefully so you land on top of them, inflicting damage. Also, be ready to jump over the rocks they kick at you. When it’s your turn to attack, rely on Jump attacks to finish off Grombas.

Grumbell

Locations: Mount Pajamaja

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
18	88	100	127	75	90	24	100%	Refreshing Herb	5%	POW Gloves	2%

These large dumbbell-like foes aren’t terribly tough, but be ready to counter with your hammers before they can smash Mario or Luigi. During your turn, Jump and Hammer attacks are adequate for defeating these enemies.

Hermite Crab

Locations: Wakeport

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
13	40	62	65	52	55	16	100%	Super Nut	5%	HP Bangle	3%

Either jump or use your hammer to initiate a preemptive attack. These guys hide under coconuts—there are always more coconuts than crabs. Watch closely and remember which coconuts conceal these sneaky enemies. Jump attacks work best against these enemies—one jump knocks away their coconut while the second jump deals damage. The Hermite Crab's attacks are relatively easy to read and counter. Be ready to jump when they toss a coconut at Mario or Luigi—jump right after the coconut passes over their head to avoid getting tripped by the rushing crab.

Hermite Crab R

Locations: Driftwood Shore

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
23	81	143	124	90	220	30	100%	Ultra Nut	5%	None	0%

These blue enemies perform just like their red Hermite Crab counterparts, only with greater Stats, making them slightly tougher to defeat. Only attack the coconuts where you know a Hermite Crab R is hiding—the first strike knocks away the coconut and the second hit deals damage. Likewise, be ready to counter their coconut-based attacks with your hammer.

Inky Piranha Plant

Locations: Neo Bowser Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
30	3	1	190	125	100	80	100%	None	0%	None	0%

During battles in Neo Bowser Castle, there's a chance an Inky Piranha Plant will appear in the background. Striking these foes with a Taunt Ball makes them fall asleep. If you want to defeat an Inky Piranha Plant, you must hit it with three Taunt Balls. Otherwise these plants attack by spraying black ink onto the screen, making it difficult to see the battle and perform counters.

Monolift

Locations: Mount Pajamaja

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
16	120	77	86	43	85	20	100%	Taunt Ball	8%	Ultra Nut	2%

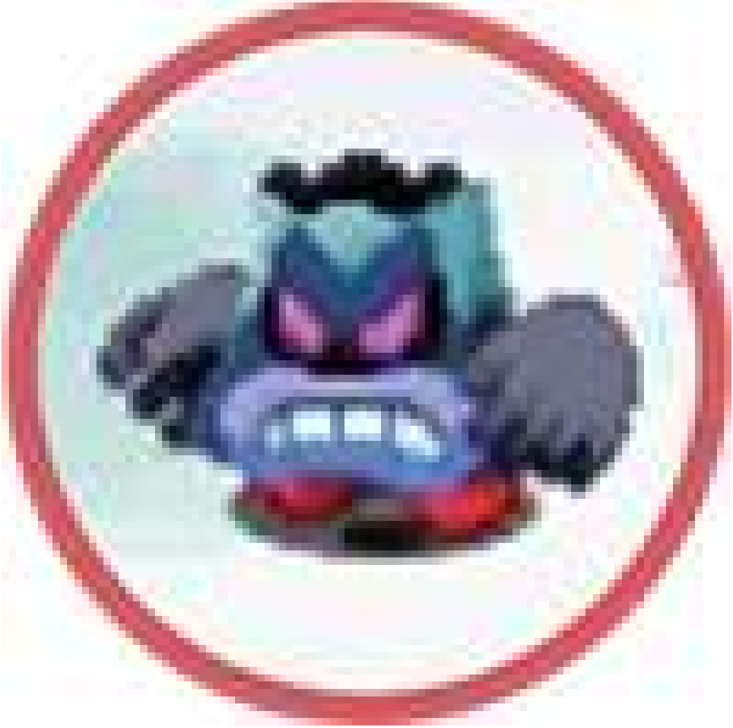
Prior to a battle, these guys try to initiate combat by throwing a large brown stone at you. Avoid contact with these incoming rocks and initiate a battle with a Jump or Hammer attack. Rocks are also important to their attacks during battle. When they approach with a stack of rocks, watch carefully as they punch them toward Mario and Luigi, one at a time. Jump over the gray rocks, and pay extra attention to the brown rocks—they split in two, traveling toward both Mario and Luigi. In another attack, the stack of rocks is balanced above the Monolift's head, leaning left and then right. When the stack of rocks leans away, to the right, counter with your hammer—this causes the stack of rocks to fall on the Monolift, inflicting damage. When it comes to attacking, use Hammer attacks as Jump attacks do no damage due to the layer of rocks above each Monolift. Bros. Attacks like the 3D Green Shell and 3D Red Shell also work well against these foes.

Monolift R

Locations: Mount Pajamaja

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
23	184	130	138	64	210	35	100%	Refreshing Herb	10%	None	0%



This enemy performs much like the standard Monolifts—they're just tougher. Use Hammer attacks to inflict damage on them, then look for opportunities to counter when they attack, using their own rocks against them. Remember, when they approach with a stack of rocks tilting above them, strike them with your hammer when the rocks tilt away from you. And when they start punching rocks at you, make sure Mario and Luigi both jump simultaneously to avoid getting hit by the debris from brown rocks.

Pi'illodactyl

Locations: Mount Pajamaja

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
22	318	192	197	57	200	180	100%	Ultra Candy	80%	Soft Hammer	20%

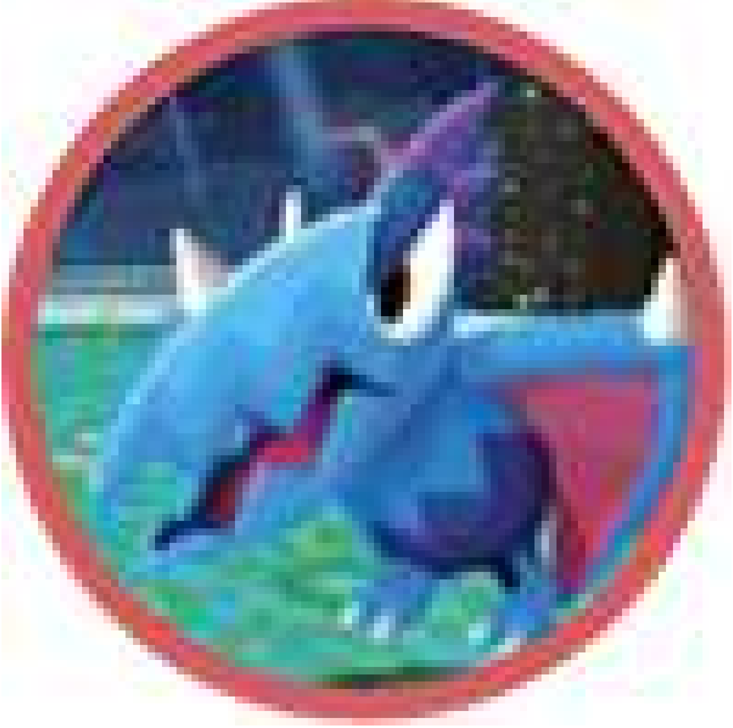
While battling the enemies in Mount Pajamaja, you have a chance of encountering a Pi’illodactyl. These winged enemies only attack from the background—until you hit them with a Taunt Ball. When attacking from the background, the Pi’illodactyl will shoot flames at Mario and Luigi. Pay attention to the creature’s legs—if the right leg is raised Mario will be attacked. If the left leg is raised, Luigi will be attacked. You can jump over the incoming fire, but continue jumping as the red, scorched ground beneath Mario and Luigi cools. If you prefer fighting the Pi’illodactyl directly, hit him with a Taunt Ball. This will make the Pi’illodactyl (and other background enemies) come to the foreground where they can be engaged with attacks. However, the Pi’illodactyl is much stronger than other enemies, so hit them hard, preferably with Bros. Attacks. If you choose not to engage the Pi’illodactyl with a Taunt Ball, he will fly away on his own once the foreground enemies are defeated.

Pi’illodactyl R

Locations: Somnom Woods

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
31	476	352	320	86	600	450	100%	Max Candy	20%	POW Gloves DX	5%



During your battles in Somnom Woods you have the chance of encountering a Pi'illodactyl R appearing in the background. Upon this creature's first appearance, toss a Taunt Ball at it to bring it to the foreground so you can attack it. With the exception of greater durability and damage potential, this enemy performs just like the standard Pi'illodactyl found in Mount Pajamaja. Don't fool around—use your Bros. Attacks to defeat the Pi'illodactyl R before he can toast Mario and Luigi with his fiery attacks. Luigi's Slingsniper is ideal for inflicting heavy damage against this dangerous foe.

R/B/Y Virus

Locations: Mushrise Park, Dozing Sands, Wakeport, Mount Pajamaja, Driftwood Shore

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
24	106	168	230	71	30	6	100%	Secret Box	5%	POW Mush Jam	1%

Each time one of these enemies is hit, they shift colors. For example, when a Yellow Virus is hit, it shifts from yellow, to red, to blue, then back to yellow. The goal is to get at least three like-colored enemies next to each other—this causes the adjacent identical-colored Viruses to disappear. As Viruses in the front disappear, the Viruses in the back move forward, altering the formation and potentially leading to new eliminations based on color adjacency. In this sense, the battle is a like a puzzle, so pick your targets carefully, altering the color of each Virus to maximize damage across the entire formation. If you need to hit a Virus twice to change it to a desired color, use a Jump attack. If you only need to hit it once, use a Hammer attack.

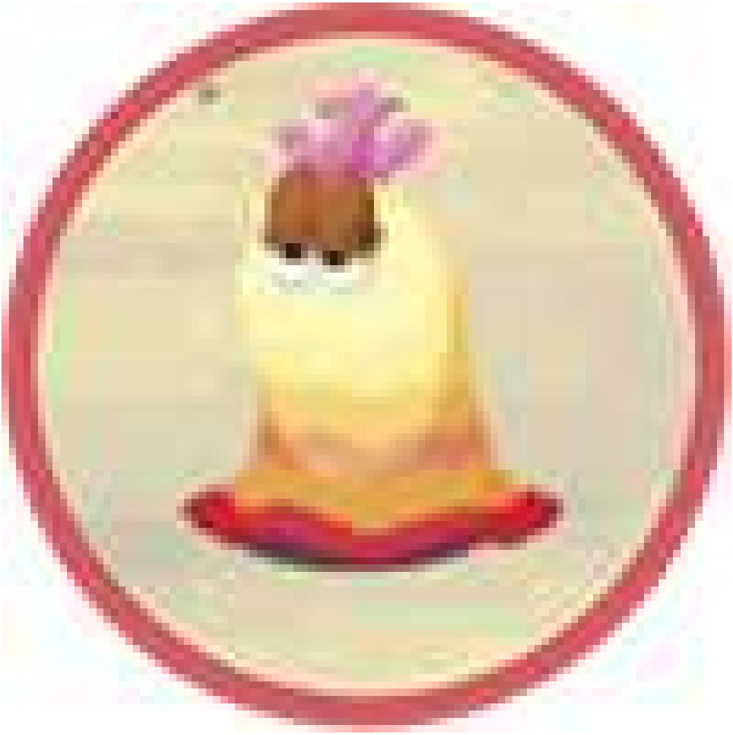
During their attack phase, continue to use the Virus's colors against them. When they come marching toward Mario and Luigi, whack them with your hammers to create a stack of Viruses—they don't change colors when struck during their attack phase. When creating the stack, try to stack three Viruses of the same color to eliminate them—intentionally miss Viruses that don't fit your three-in-a-row color pattern. But before the attack is over, be sure to hit each Virus with your hammer to send it to the stack—this is the only way to avoid taking damage. In another attack, the Viruses from two lines and march toward Mario and Luigi—simply jump to counter or avoid contact. Once the Viruses are scattered during your attack phase, and no longer adjacent, you must eliminate them one by one. Consider using a Bros. Attack to take them out quickly and finish the battle.

Sandoon

Locations: Dozing Sands

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
10	52	50	53	32	30	12	100%	Super Mushroom	4%	None	0%



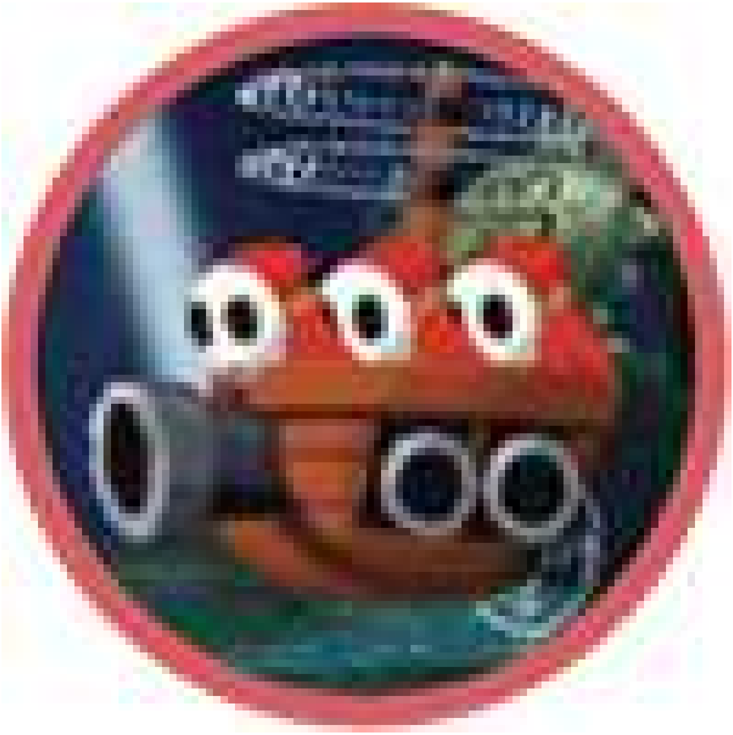
Like the Flounderflages, Sandoons also lurk beneath the surface in Dozing Sands. Wait for them to emerge, then either jump or use your hammer to initiate a battle. During their attack phase, don't let Sandoons sneak up on you—counter by striking them with a hammer before they can swallow Mario or Luigi. If either character is swallowed by a Sandoon, damage dealt to the Sandoon is also felt by the swallowed character, so it's best to keep your distance from these enemies. Fortunately, they're relatively easy to defeat—use Jump attacks to whittle away their HP.

Shy Guy Airtub

Locations: Mushrise Park, Dozing Sands, Mount Pajamaja, Driftwood Shore

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
27	123	245	83	110	250	240	100%	Ultra Candy	80%	Iron Ball Hammer DX	20%



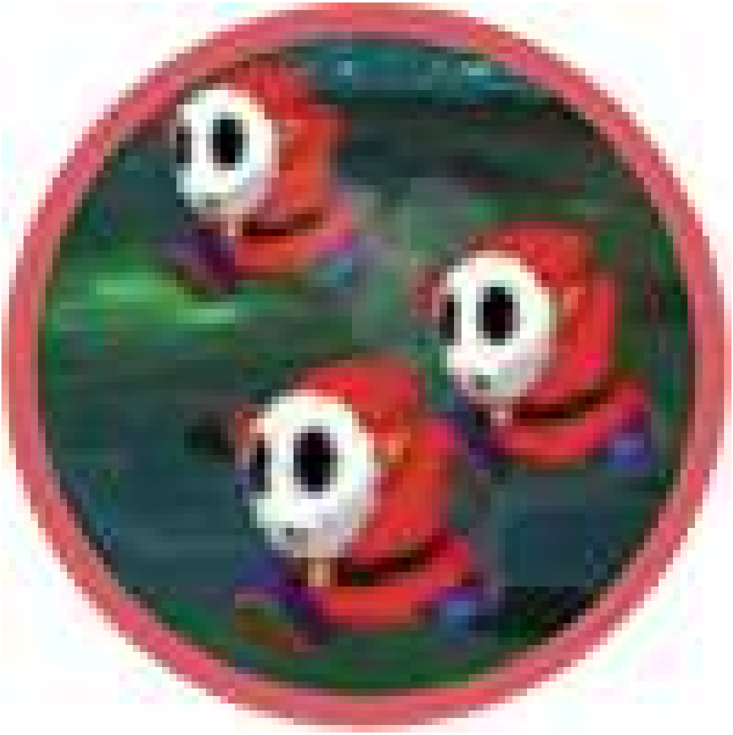
There's a chance you may encounter a Shy Guy Airtub in one of your battles—use a Taunt Ball to lure the Shy Guy Airtub from the background to the foreground. Use your hammers to knock back the Airtub's spiked cannonballs—knock back at least two cannonballs to cause the Shy Guy Airtub to crash and explode, annihilating any remaining enemies on the ground. But the battle isn't over until you eliminate the three Shy Guys who escape the wreckage. Once you get the hang of it, defeating Shy Guy Airtubs is quite easy. But you must stock up on Taunt Balls to bring this enemy to the foreground, otherwise be ready to counter their cannonball attacks as they hover in the background.

Shy Guy

Locations: Mushrise Park, Dozing Sands, Mount Pajamaja, Driftwood Shore

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
24	35	84	130	63	15	20	100%	Ultra Mushroom	5%	None	0%



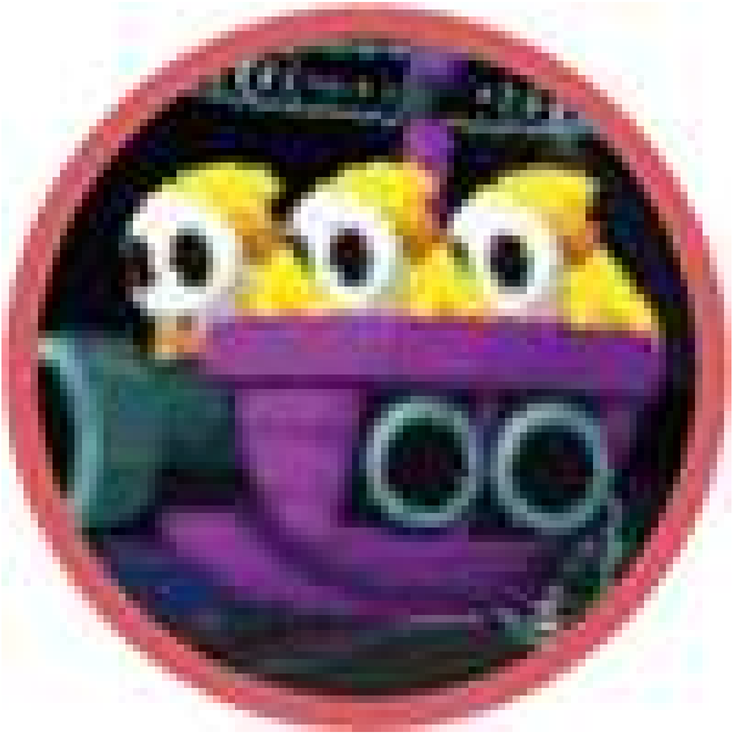
With their Airtub destroyed, the three Shy Guys must fight on their own. Time your jumps carefully to counter their charging attacks–try to land on them to inflict damage. When it's your turn to attack, finish them off with standard Jump or Hammer attacks.

Shy Guy Airtub R

Locations: Neo Bowser Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
35	178	364	119	144	500	160	100%	Max Candy	20%	Soft Hammer DX	5%



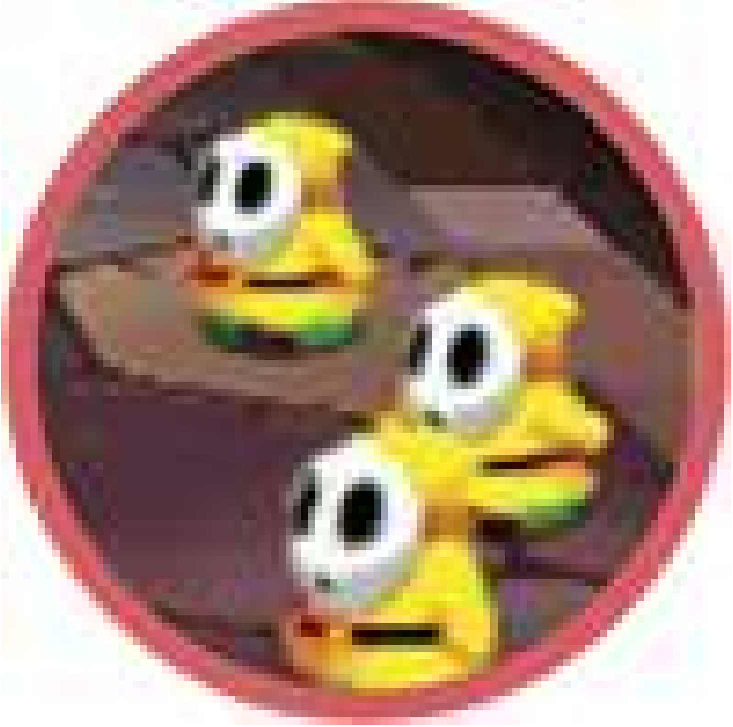
This is a tougher variant of the standard Shy Guy Airtub, appearing in the background of some battles in Neo Bowser Castle. Use a Taunt Ball to bring it to the foreground, then attack and counter as normally.

Shy Guy R

Locations: Neo Bowser Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
31	48	132	192	86	25	20	100%	Max Mushroom	4%	None	0%



Shy Guy Rs hop out of the Shy Guy Airtub R after is crashes. Jump on them as they charge toward Mario and Luigi, then finish them off with simple Jump attacks.

Thorb

Locations: Mushrise Park

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
5	12	36	46	28	16	6	100%	Nut	5%	None	0%

You definitely don’t want to jump on these spiked enemies. Instead use your hammer to attack and counter Thorbs. Keep hitting Thorbs with your hammers until you’re victorious.

Walker Guy

Locations: Neo Bowser Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
34	136	250	206	104	330	20	100%	Max Mushroom	4%	None	0%

Walker Guys only appear with Chain Chomps. Unlike their counterparts, they pose no direct threat, so target the Chain Chomps first, then focus on the Walker Guys. Once the Chain Chomp companion is defeated, the Walker Guy runs to the background and looks around. At this point the Walker Guy has a small chance of brining a new Chain Chomp into the battle. But as long as they’re without a Chain Chomp, Walker Guys do not attack on their own.

Real World Bosses and Minions

Note

For more information on boss fights, reference the walkthrough chapter.

Dreamy Bowser

Locations: Neo Bowser Castle

Stats

Target	LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
Body	37	2417	523	343	87	0	0%	0%	None	0%	None	0%
Right Arm	37	464	523	343	87	0	0	0%	None	0%	None	0%
Left Arm	37	350	523	343	87	0	0	0%	None	0%	None	0%

Both of Dreamy Bowser's arms can be targeted separately from his body. Focus on targeting his right arm first, as this is the arm he uses to deflect attacks to his body. But don't bother targeting the right arm with simple Jump or Hammer attacks. Use Bros. Attacks like Mario's Jet-Board Bash or Luigi's Star Rocket—one Excellent hit from either of these Bros. Attacks should be enough to render his right arm useless. When it's your turn to attack again, target Dreamy Bowser's body with more Bros. Attacks. This is one moment where Mario's Zee Egg is very effective, dishing out tons of damage. If you don't have access to the Zee Egg, rely on Mario's Jet-Board Bash and Luigi's Slingsniper to dish out some heavy damage.

Dreamy Bob-omb (Dreamy Bowser Minion)

Locations: Neo Bowser Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
34	82	250	183	116	0	0	0%	None	0%	None	0%

When targeting the Koopa Corps individually, focus on the Dreamy Bob-ombs first. When defeated, they explode, potentially damaging nearby enemies. Also during their charging attacks, don't jump on the Dreamy Bob-ombs—they'll explode if touched. Instead, jump over them.

Dreamy Goomba (Dreamy Bowser Minion)

Locations: Neo Bowser Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
34	95	125	137	116	0	0	0%	None	0%	None	0%

Dreamy Goombas aren't a huge threat during the Dreamy Bowser battle, but you need to eliminate them quickly. Use a Taunt Ball to lure Dreamy Bowser from the background, then lead him through the Dreamy Goombas as he chases Mario and Luigi in the foreground.

Dreamy Paratroopa (Dreamy Bowser Minion)

Locations: Neo Bowser Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
34	54	150	206	116	0	0	0%	None	0%	None	0%

Like the Dreamy Goombas, the Dreamy Paratroopas are best defeated by luring Dreamy Bowser with a Taunt Ball. Otherwise, target these enemies with Bros. Attacks like Mario's Bomb Derby. Since they fly, Dreamy Paratroopas can't be hit with Hammer or ground-based attacks, so don't bother with 3D Red Shell or 3D Green Shell Bros. Attacks.

Shy Guy Airtub DX (Dreamy Bowser Minion)

Locations: Neo Bowser Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
36	240	449	288	145	0	0	0%	None	0%	None	0%

During the Dreamy Bowser battle, a Shy Guy Airtub DX eventually shows up, chasing after Mario and Luigi. This sequence requires teamwork. While Luigi runs away from the Airtub, press Ⓑ to make him jump over the incoming blasts of purple energy. Meanwhile, Mario sneaks aboard the Airtub—press Ⓐ to make Mario eliminate Shy Guys with his hammer. Once all four Shy Guys are eliminated, hammer away on the Bowser head on the bow of the Airtub to inflict more damage. If you inflict enough damage, the Airtub will crash, otherwise the Airtub moves to the background and is replenished with new Shy Guys. The Shy Guy Airtub DX can continue to attack from the background, launching cannonballs at Mario and Luigi—knock them back using your hammers. If countering the Airtub's attacks isn't enough to destroy it, lure it to the foreground with a Taunt Ball. This causes it to chase after Luigi, giving Mario another opportunity to deal heavy damage to the Shy Guys on board as well as the Airtub itself.

Grobot

Locations: Mushrise Park

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
7	288	58	54	26	250	75	100%	None	0%	So-so Hammer	100%

Grobot is one tough customer, so pull out all the stops when it comes to attacking. Use your 3D Red Shell and 3D Green Shell Bros. Attacks to dish out some serious damage. If necessary, consume Syrup Jars to restore BP, allowing you to perform more Bros. Attacks—these attacks are the quickest way to whittle down Grobot's HP. Grobot has a few attacks up his robotic sleeves, so pay close attention. When he charges at you, use your hammers to knock him back. When he blows small blue bubbles, hop over them—avoid jumping when large blue bubbles come your way. In another sequence Grobot comes charging after Mario and Luigi, requiring them to jump over the blue orbs fired from his arms. Keep jumping over the incoming projectiles until Grobot eventually trips over a rock, bringing an end to this particular attack.

Mammoshka

Locations: Mount Pajamaja

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
20	918	187	171	48	1100	350	100%	None	0%	1-Up Gloves	50%

Make note of the white X on Mammoshka's head—this is his weak spot. You can score critical hits by striking this part of his head with Jump attacks—the Bye-Bye Cannon and Dropchopper Bros. Attacks are also very effective against this foe's weak spot. If Mammoshka is equipped with a spiky helmet, stop attacking from the air—you'll only damage yourself. Instead, rely on Hammer and other ground-based attacks to inflict damage. When attacked with the massive boulder, strike it back at Mammoshka to destroy the spiked helmet. After inflicting enough damage, Mammoshka hops out of his outer red shell and begins running away from Mario and Luigi. The tables have turned during this chase. When prompted, press Ⓐ and Ⓑ to jump on Mammoshka's exposed weak spot. With each successful hit, Mammoshka sheds a new shell, becoming smaller and smaller. When the pink Mammoshka underneath is finally exposed, land one more successful jump to finish the battle.

Block Monolift (Mammoshka Minion)

Locations: Mount Pajamaja

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
16	1	1	86	1	0	0	0%	None	0%	None	0%

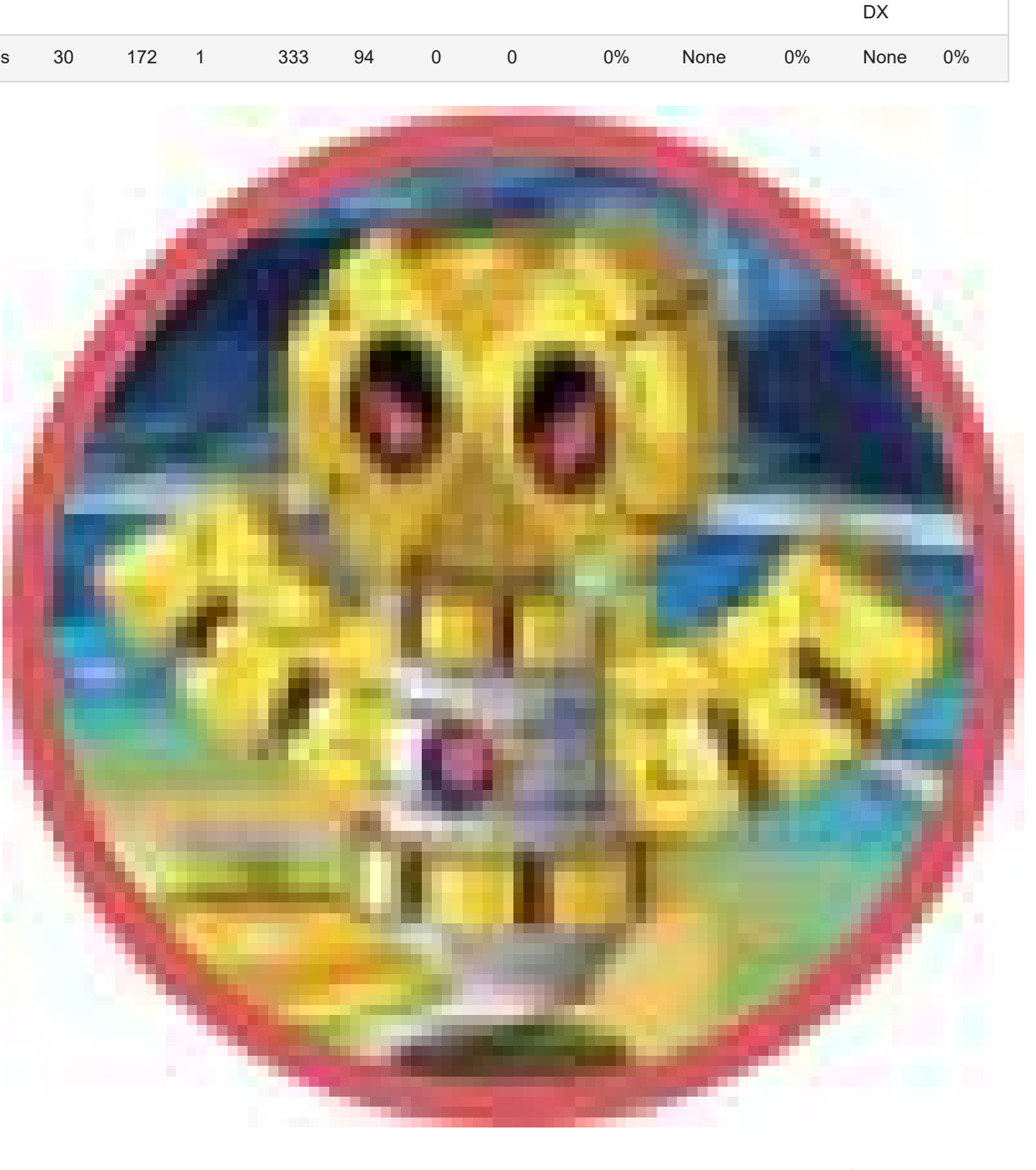
Mammoshka is joined by Block Monolifts. These enemies perform much like their Monolift counterparts, but carry around large ice chunks, containing helmets for Mammoshka. It's important to eliminate these enemies as quickly as possible, otherwise they'll supply Mammoshka with a helmet, covering the white X on his head. Use the 3D Green Shell or 3D Red Shell Bros. Attacks to quickly wipe out all the Block Monolifts, leaving Mammoshka's weak spot exposed. The Block Monolifts only have 1 HP, so it only takes one hit to eliminate them.

Pi'illodium

Locations: Somnom Woods

Stats

Target	LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
Body	30	1673	328	333	94	3600	60000%	100%	None	0%	Anti-air Boots DX	100%
Wings	30	172	1	333	94	0	0	0%	None	0%	None	0%



Waste no time dishing out as much damage as possible using Bros. Attacks. However, since Pi'illodium floats in the air, ground-based attacks (and Hammer attacks) aren't effective. Mario's Bomb Derby and Luigi's Slingsniper are your best bets. When it's Pi'illodium's turn to attack, be ready to knock back the Mini Pi'illoids he knocks toward Mario and Luigi from the background—hit back the Mini Pi'illoids with your hammer. Hammer counters are also important when Pi'illodium turns into a giant hammer. Pay attention to the numerical countdown, accompanied by beeping sounds. As Pi'illodium exits the screen, continue counting down and prepare to counter with your hammer before you're smashed—if struck by Pi'illodium's hammer attack, there's a good chance Mario or Luigi will become dizzy, losing one of their turns. When Pi'illodium's HP reaches a critical state, he enters self-destruct mode, giving you 40 seconds to finish him off.

Mini Pi'illoid (Pi'illodium Minion)

Locations: Somnom Woods

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
28	1	1	87	114	0	0	0%	None	0%	None	0%

Mini Pi'illoids hover in the background throughout the battle with Pi'illodium. They occasionally move to the foreground to restore Pi'illodium's HP. They are also deployed during a certain attack. When Pi'illodium takes flight and chases after Mario and Luigi, get ready to jump out of the way as he launches a salvo of explosive Mini Pi'illoids in their direction. If you evade the salvo, be ready to jump again as Pi'illodium comes flying at Mario or Luigi—jump on top of Pi'illodium as he approaches to inflict moderate damage.

Popple

Locations: Wakeport

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
25	999	195	167	4	500	100	100%	None	0%	Coin Bros. Gloves DX	100%

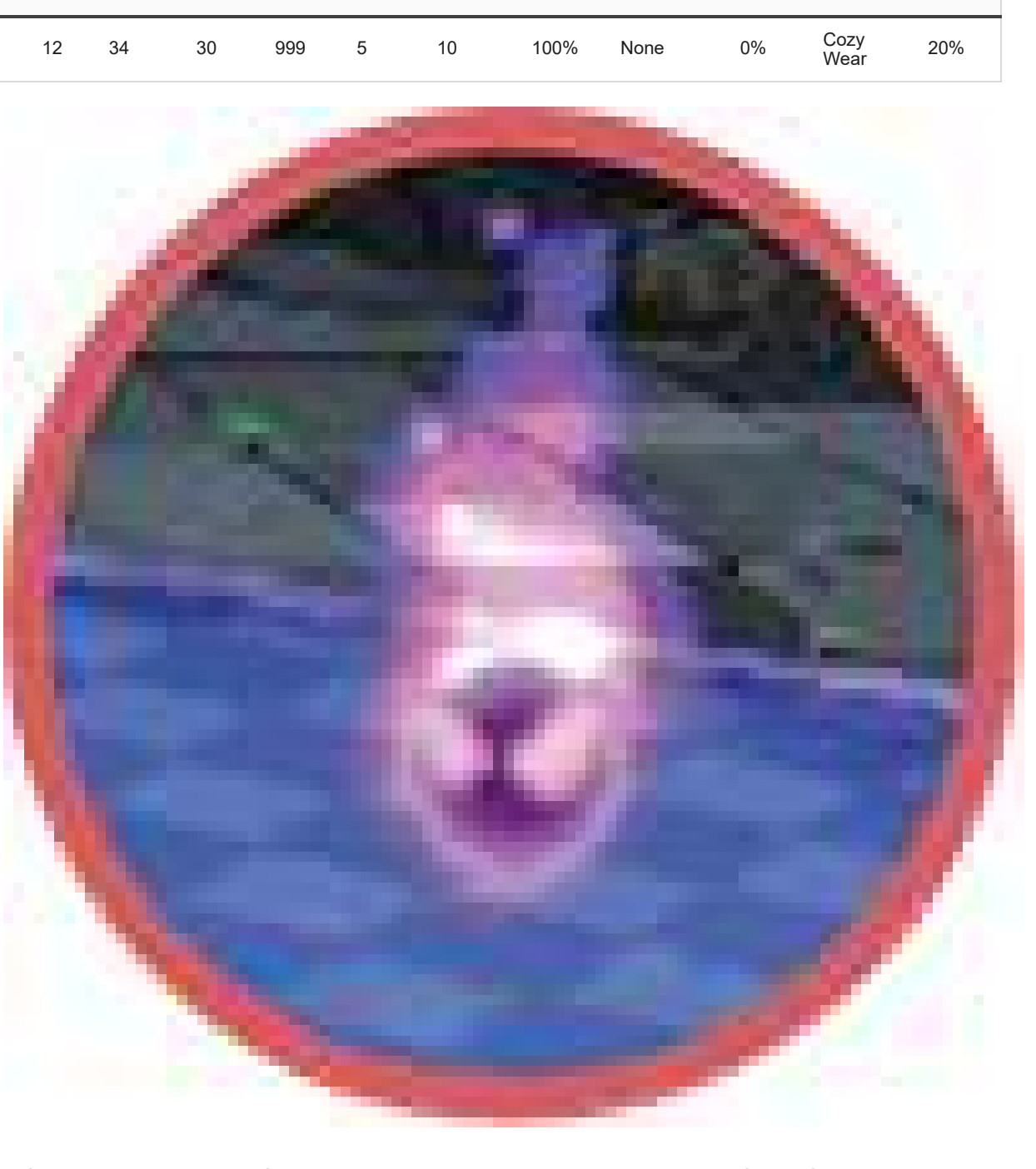
As Popple approaches, whack him with your hammer. If you don't, he'll spin Mario or Luigi around, rendering them defenseless, before striking them with a hammer attack of his own. Nothing is more satisfying than punishing this thief with a powerful Bros. Attack. When it's Luigi's turn to attack, use the Slingsniper Bros. Attack to dish out some serious damage—remember, the quicker you acquire the target and release, the more damage dealt. When Popple scatters a few objects (including soccer balls) onto the field, be ready to knock the soccer ball back at him with your hammer. Soccer balls are also contained within the blocks—Popple must kick the blocks first to reveal the soccer ball before kicking it at Mario and Luigi. Watch the direction Popple leans before kicking a soccer ball. If he faces forward, the ball will come flying at Luigi. But if he shifts his shoulders to the right, the ball will be kicked at Mario. Sometimes Popple scatters Mushrooms onto the field—don't knock these back, otherwise the Mushroom will hit Popple and heal him. Instead, let the Mushroom heal Mario or Luigi.

Smoldergeist

Locations: Pi'illo Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
3	12	34	30	999	5	10	100%	None	0%	Cozy Wear	20%



Before leaving you to do battle, Starlow notices that the enemies are surrounded by purple flames. Starlow conjures a wind that temporarily extinguishes the flames, leaving the Smoldergeist enemies vulnerable to Jump attacks. Target one Smoldergeist at a time, attacking with both Mario and Luigi. But you'll need to evade their attacks as well. Upon reigniting, Smoldergeist can perform a couple of attacks. During one attack the Smoldergeist emits a radial burst of purple flame, requiring both Mario and Luigi to jump to avoid taking damage. But you only need to jump when the Smoldergeist performs this attack from the ground—simply stay put when the Smoldergeist attempts this attack in the air. In another attack, Smoldergeist hovers in front of one of the brothers and spits a purple fireball, requiring the targeted brother to jump. If a Smoldergeist fails in its attack, their flame is extinguished, leaving them vulnerable to Jump attacks. If a Smoldergeist is successful in its attack it reignites. There's no easy way to extinguish its purple flame once reignited. A Jump attack is effective at temporarily putting out its flame, but the attacking brother will take damage during the process. This is why it's so important to evade their attacks. But even a flameless Smoldergeist can still attack, slowly rolling toward one of the brothers—jump on top of it to counter.

Torkscrew

Locations: Dozing Sands

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
13	656	101	97	34	500	250	100%	None	0%	Coin Boots	100%

Like any enemy with a spike on its head, don't use Jump attacks against Torkscrew. Instead, use Hammer attacks or Bros. Attacks. The 3D Red and 3D Green Shell attacks are very effective as is Luigi's Fire Flower attack. Torkscrew's attacks are rather brutal, but can be avoided or countered if you pay close attention. When Torkscrew drops beneath the surface of the sand, prevent him from surfacing directly beneath Mario or Luigi—jump to avoid getting impaled by his horn and carried away. Likewise, when Torkscrew takes to the air, use your hammer to knock him back. If you manage to knock Torkscrew on his back, by counterattacking with a hammer, you can commence with Jump attacks. But even in this vulnerable state, Bros. Attacks offer the most damage output, assuming you still have enough BP to pull them off. If not, consider consuming Syrup Jars to replenish your BP.

Wiggler

Locations: Wakeport

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
26	1485	256	188	0	1000	400	100%	1-Up Deluxe	50%	Max Candy	30%

Wiggler has an enormous amount of HP. Simple Jump and Hammer attacks don't inflict enough damage to bring this battle to close. So when it's your turn to attack, initiate a Bros. Attack, such as Bomb Derby or Slingsniper. These attacks inflict the heaviest damage against Wiggler. But even then, you'll need to perform multiple Bros. Attacks to come out on top. If necessary, take a turn to consume Syrup Jars to restore your BP. As Wiggler stomps the ground, a yellow line of energy radiates along the ground—jump over it to avoid taking damage. Wiggler also performs a charging attack. Jump on him as he comes charging at Mario or Luigi. On his way back, Wiggler comes charging at the other brother, this time approaching from the left side. Once again, jump on top of Wiggler to inflict minor damage—it's better than getting trampled.

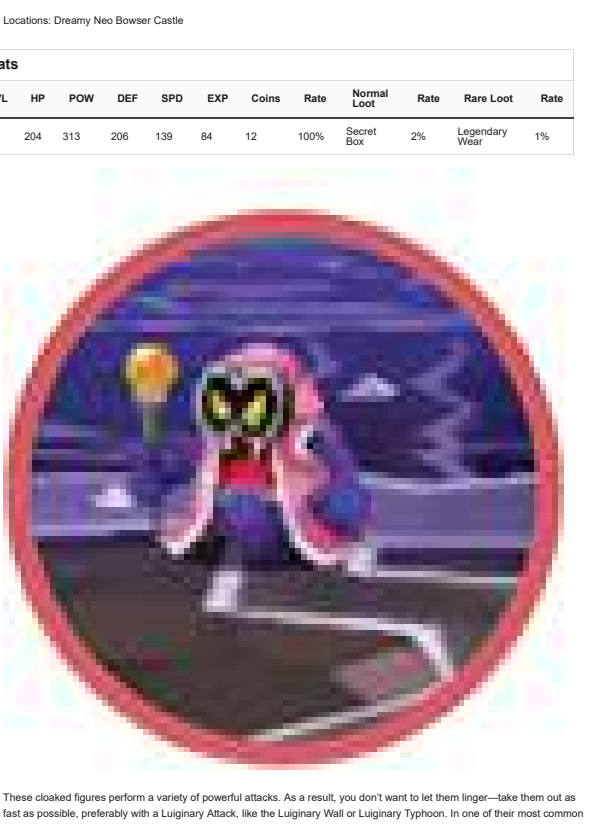
Dream World Enemies

Antasman

Locations: Dreamy Neo Bowser Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
34	204	313	206	139	84	12	100%	Secret Box	2%	Legendary Wear	1%



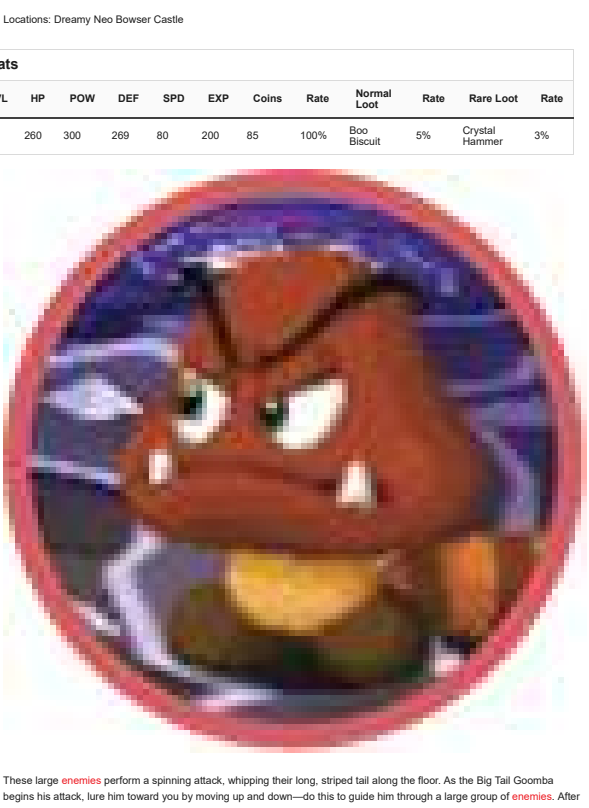
These cloaked figures perform a variety of powerful attacks. As a result, you don't want to let them linger—take them out as fast as possible, preferably with a Luiginary Attack, like the Luiginary Wall or Luiginary Typhoon. In one of their most common attacks, they flank Mario on both sides. Move out of the way as one of the Antasmans steps forward and raises his wand—jump over the purple bolt of energy that shoots from the wand, causing it to strike other Antasmans on the other side. Antasmans also have a charging attack, approaching Mario with impenetrable energy barriers—don't let these hit you. Instead, maneuver to avoid the energy barrier, hopping on one of the Antasmans on its flanks.

Big Tail Goomba

Locations: Dreamy Neo Bowser Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
33	260	300	269	80	200	85	100%	Boo Biscuit	5%	Crystal Hammer	3%



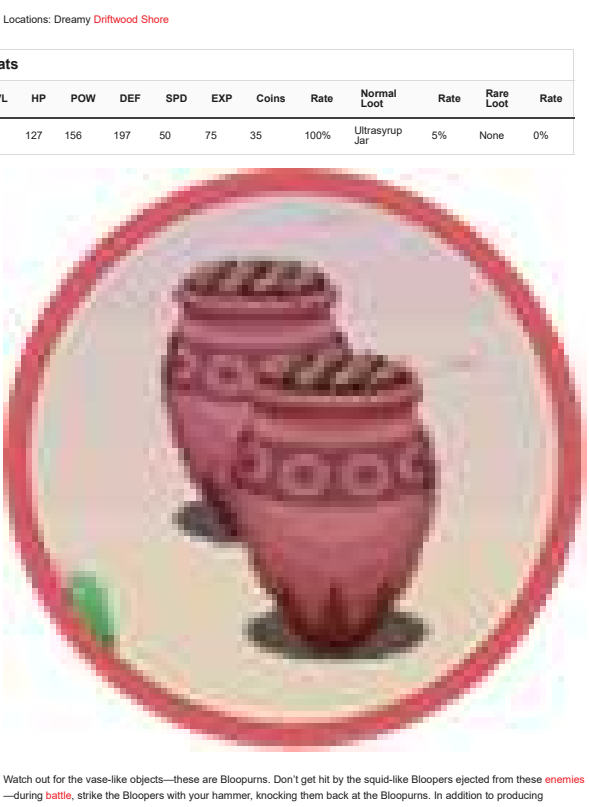
These large enemies perform a spinning attack, whipping their long, striped tail along the floor. As the Big Tail Goomba begins his attack, lure him toward you by moving up and down—do this to guide him through a large group of enemies. After the Big Tail Goomba crashes through his comrades, jump on his head to counter. Big Tail Goombas are pretty durable, but they don't pose a huge threat. So when it's your turn to attack, use Jump attacks to finish them off. But wait until all the other enemies are gone before actively targeting any Big Tail Goombas—their reckless attacks actually benefit you, so it's best to keep them around as long as possible.

Bloopurn

Locations: Dreamy Driftwood Shore

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
22	127	156	197	50	75	35	100%	Ultrasyrup Jar	5%	None	0%



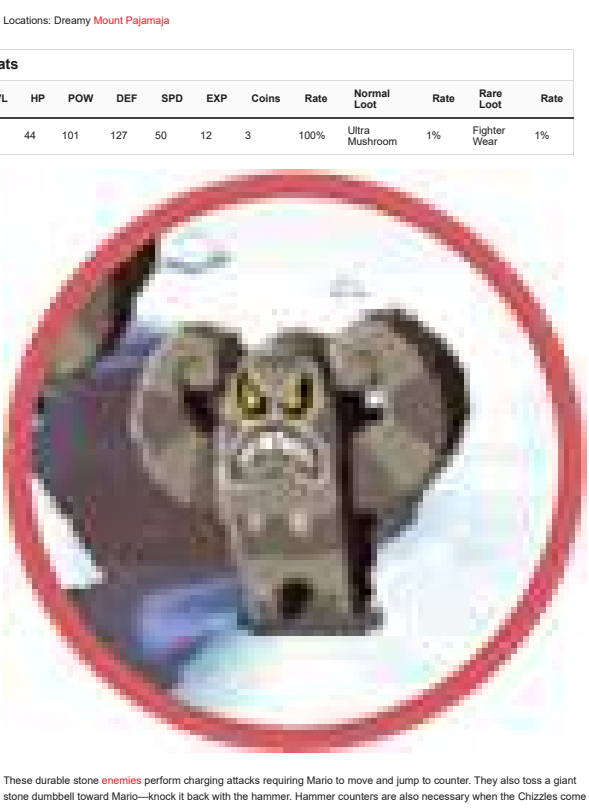
Watch out for the vase-like objects—these are Bloopurns. Don't get hit by the squid-like Bloopers ejected from these enemies—during battle, strike the Bloopers with your hammer, knocking them back at the Bloopurns. In addition to producing Bloopers as their projectile attack, the Bloopurns can also unload Dreamcap Captain Rs and Dreamcap Rs. Remember, target the Dreamcap Captain Rs first, then deal with the Dreamcap Rs last, after the Bloopurns have been defeated. Standard Jump attacks work best against the Bloopurns. Or if you want to end the battle quickly, consider using a Luiginary Attack.

Chizzle

Locations: Dreamy Mount Pajamaja

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
17	44	101	127	50	12	3	100%	Ultra Mushroom	1%	Fighter Wear	1%



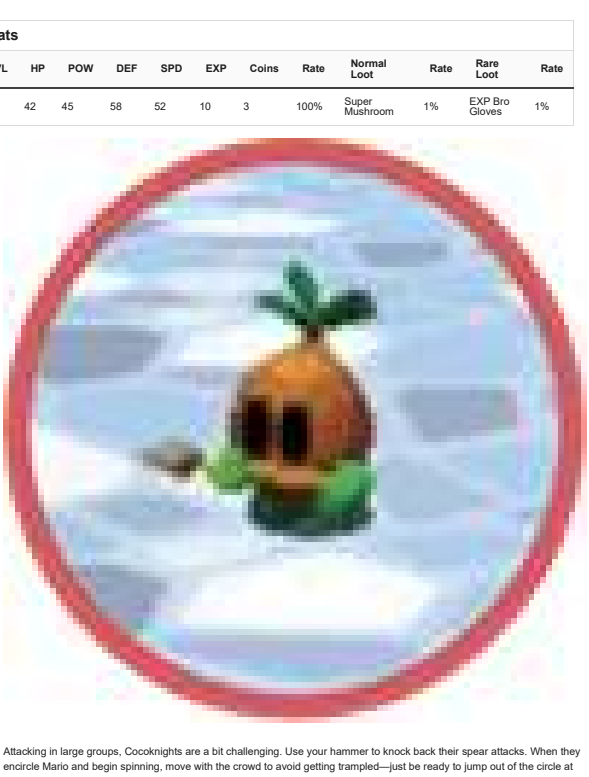
These durable stone enemies perform charging attacks requiring Mario to move and jump to counter. They also toss a giant stone dumbbell toward Mario—knock it back with the hammer. Hammer counters are also necessary when the Chizzles come charging toward Mario out of lava pools—they emerge from the pools in the same order in which they entered, so pay close attention. Jump attacks are effective against these enemies. But if you want to end the battle fast, use a Luiginary Attack like the Luiginary Ball or Stack.

Cocoknight

Locations: Dreamy Wakeport

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
13	42	45	58	52	10	3	100%	Super Mushroom	1%	EXP Bro Gloves	1%



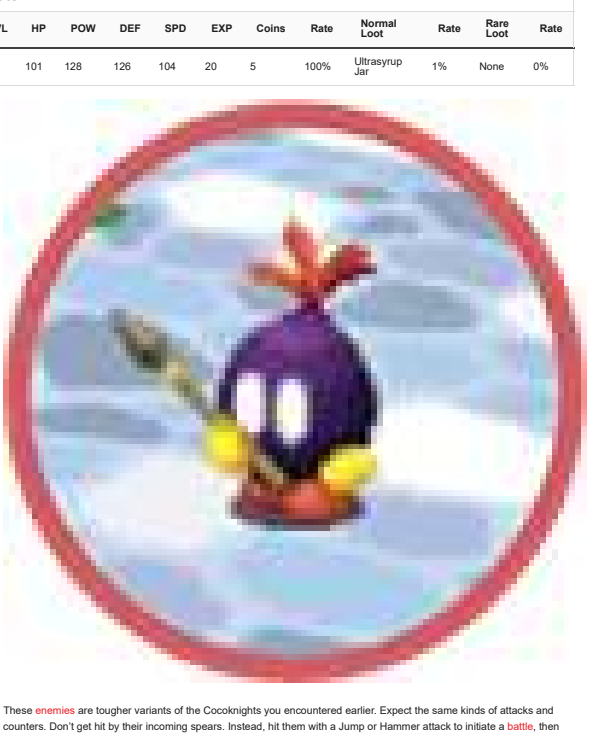
Attacking in large groups, Cocoknights are a bit challenging. Use your hammer to knock back their spear attacks. When they encircle Mario and begin spinning, move with the crowd to avoid getting trampled—just be ready to jump out of the circle at the end of the spinning sequence. Don't hesitate to use a Luiginary Attack, like the Luiginary Ball or Luiginary Stack, to take out large groups of Cocoknights.

Cocoknight R

Locations: Dreamy Wakeport

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
26	101	128	126	104	20	5	100%	Ultrasyrup Jar	1%	None	0%



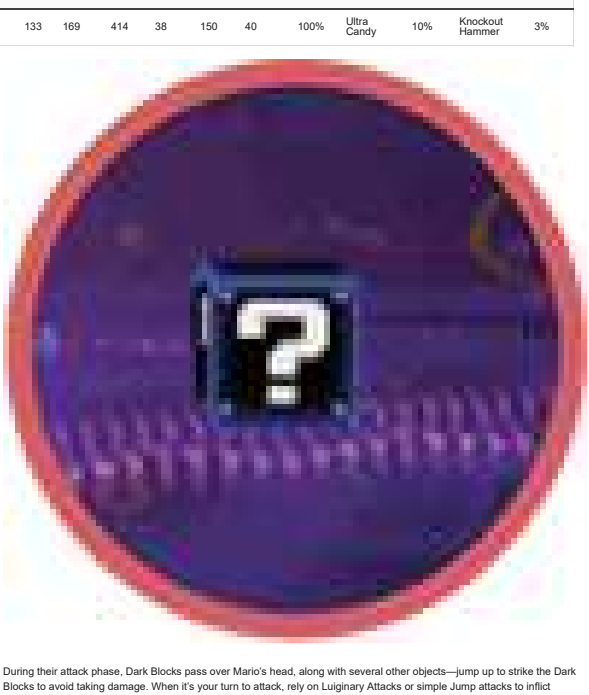
These enemies are tougher variants of the Cocoknights you encountered earlier. Expect the same kinds of attacks and counters. Don't get hit by their incoming spears. Instead, hit them with a Jump or Hammer attack to initiate a battle, then finish them off with a Luiginary Attack.

Dark Block

Locations: Dream's Deep

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
23	133	169	414	38	150	40	100%	Ultra Candy	10%	Knockout Hammer	3%



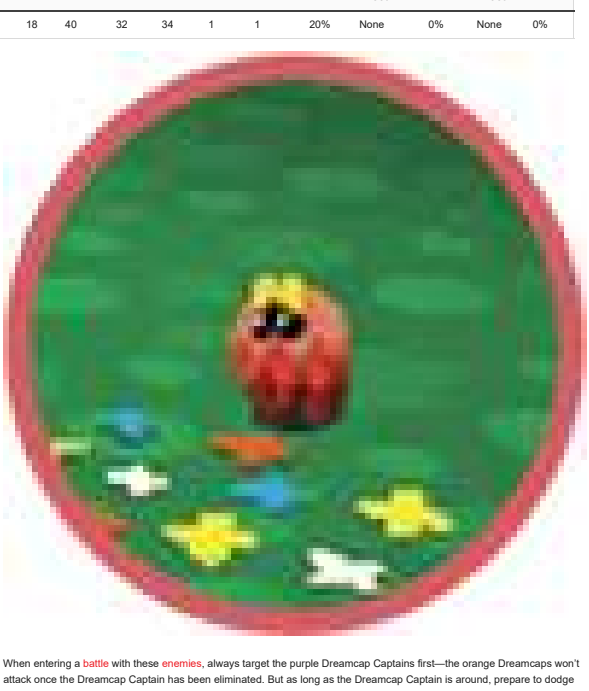
During their attack phase, Dark Blocks pass over Mario's head, along with several other objects—jump up to strike the Dark Blocks to avoid taking damage. When it's your turn to attack, rely on Luiginary Attacks or simple Jump attacks to inflict damage. Once a Dark Block has been defeated, it turns into a standard ? Block—press Ⓐ to collect what's inside.

Dreamcap

Locations: Dreamy Mushrise Park

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
7	18	40	32	34	1	1	20%	None	0%	None	0%



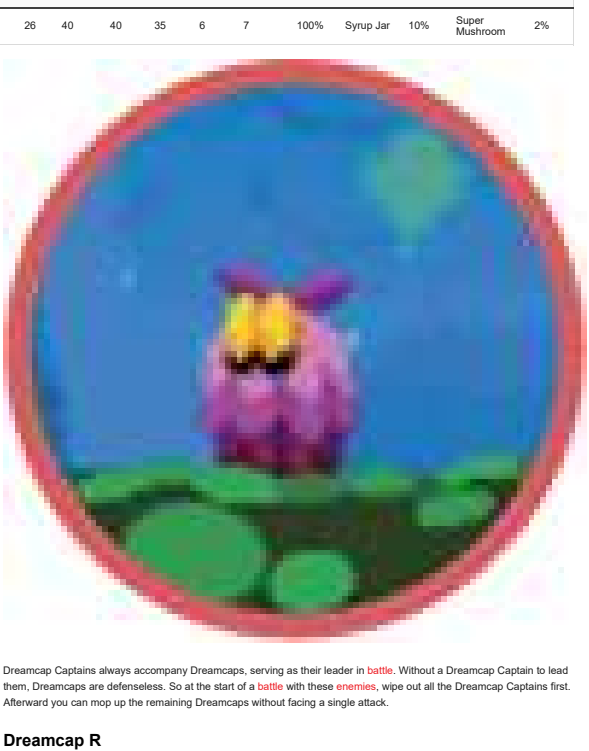
When entering a battle with these enemies, always target the purple Dreamcap Captains first—the orange Dreamcaps won't attack once the Dreamcap Captain has been eliminated. But as long as the Dreamcap Captain is around, prepare to dodge (and counter) the herd of Dreamcaps as they come rushing toward you during their attack phase. Time your jumps carefully to land on top of them.

Dreamcap Captain

Locations: Dreamy Mushrise Park

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
7	26	40	40	35	6	7	100%	Syrup Jar	10%	Super Mushroom	2%



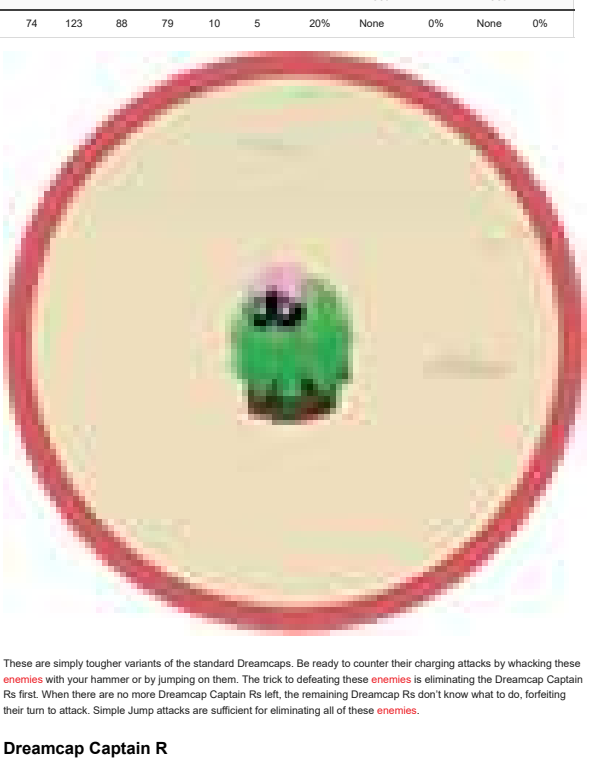
Dreamcap Captains always accompany Dreamcaps, serving as their leader in battle. Without a Dreamcap Captain to lead them, Dreamcaps are defenseless. So at the start of a battle with these enemies, wipe out all the Dreamcap Captains first. Afterward you can mop up the remaining Dreamcaps without facing a single attack.

Dreamcap R

Locations: Dreamy Driftwood Shore

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
21	74	123	88	79	10	5	20%	None	0%	None	0%

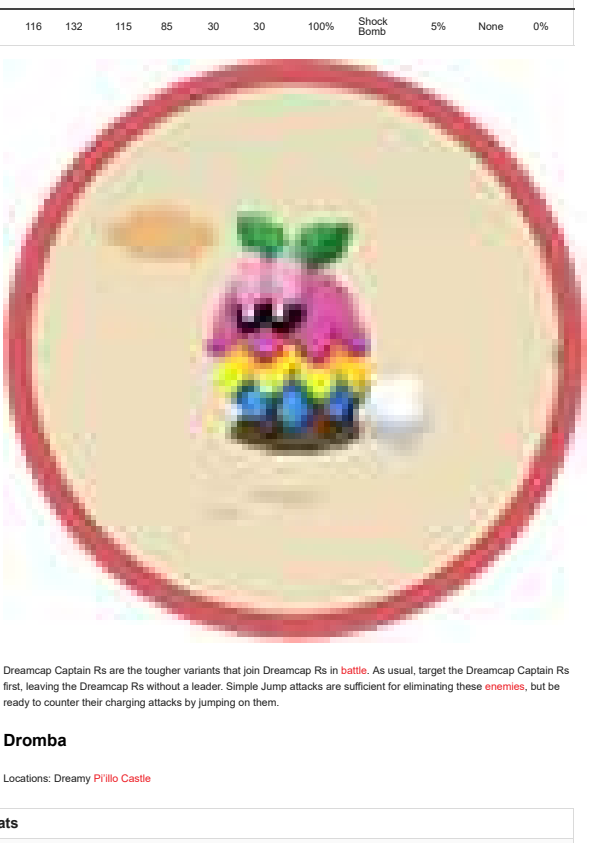


These are simply tougher variants of the standard Dreamcaps. Be ready to counter their charging attacks by whacking these enemies with your hammer or by jumping on them. The trick to defeating these enemies is eliminating the Dreamcap Captain Rs first. When there are no more Dreamcap Captain Rs left, the remaining Dreamcap Rs don't know what to do, forfeiting their turn to attack. Simple Jump attacks are sufficient for eliminating all of these enemies.

Dreamcap Captain R

Locations: Dreamy Driftwood Shore

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
22	116	132	115	85	30	30	100%	Shock Bomb	5%	None	0%



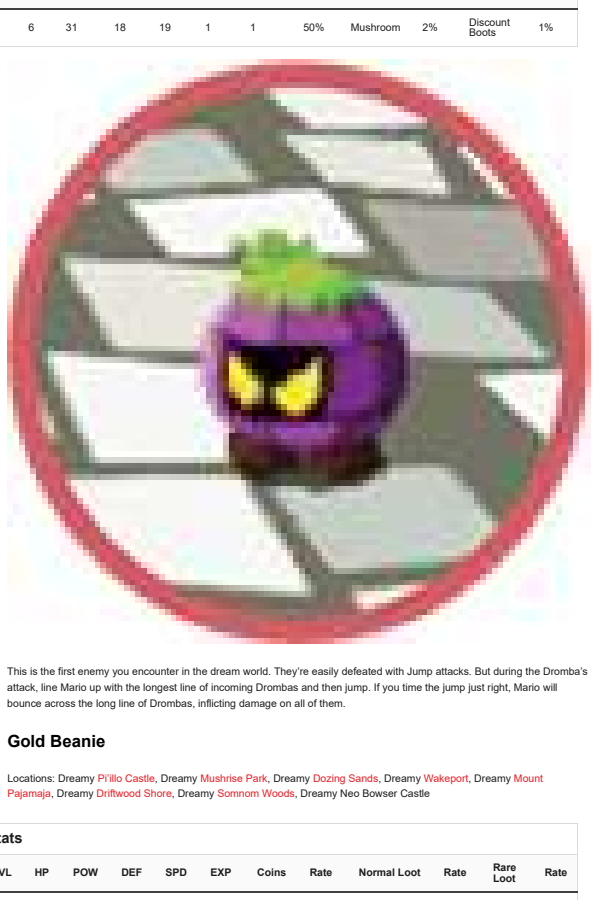
Dreamcap Captain Rs are the tougher variants that join Dreamcap Rs in battle. As usual, target the Dreamcap Captain Rs first, leaving the Dreamcap Rs without a leader. Simple Jump attacks are sufficient for eliminating these enemies, but be ready to counter their charging attacks by jumping on them.

Dromba

Locations: Dreamy Pi'illo Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
3	6	31	18	19	1	1	50%	Mushroom	2%	Discount Boots	1%



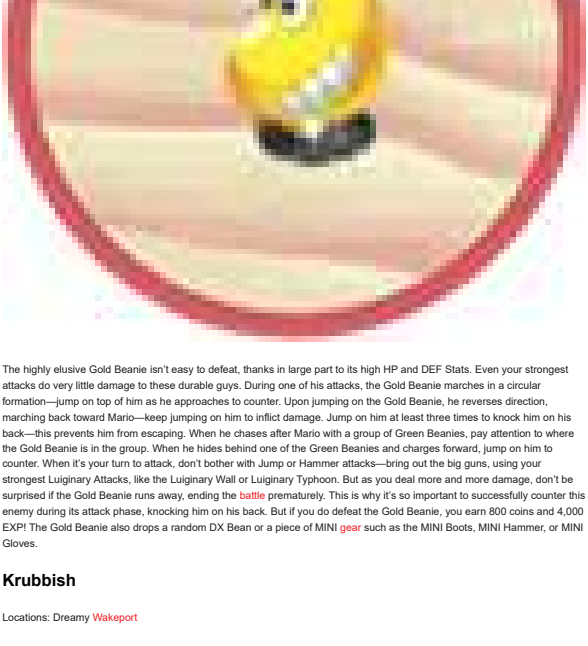
This is the first enemy you encounter in the dream world. They're easily defeated with Jump attacks. But during the Dromba's attack, line Mario up with the longest line of incoming Drombas and then jump. If you time the jump just right, Mario will bounce across the long line of Drombas, inflicting damage on all of them.

Gold Beanie

Locations: Dreamy Pi'illo Castle, Dreamy Mushrise Park, Dreamy Dozing Sands, Dreamy Wakeport, Dreamy Mount Pajamaja, Dreamy Driftwood Shore, Dreamy Somnom Woods, Dreamy Neo Bowser Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
30	517	315	950	125	4000	800	100%	Random DX Bean or MINI Gear	100%	None	0%



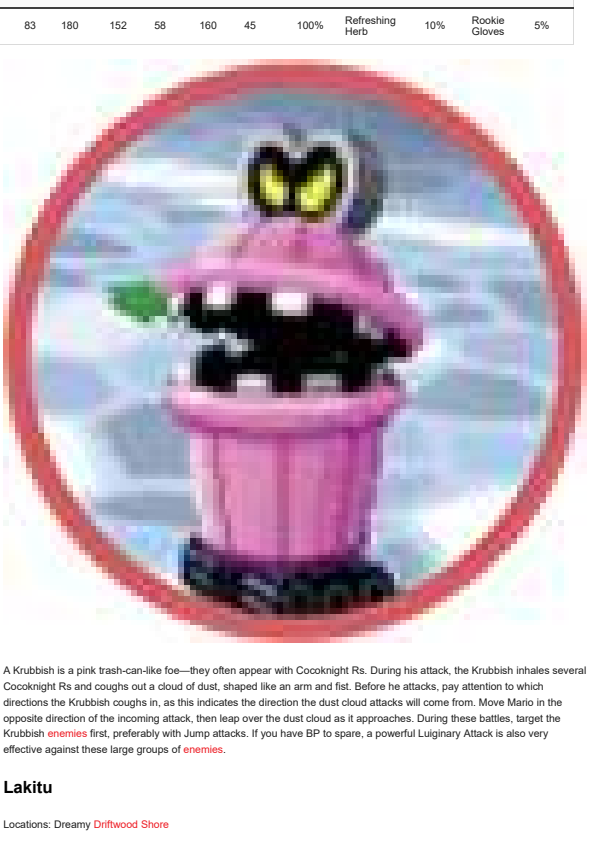
The highly elusive Gold Beanie isn't easy to defeat, thanks in large part to its high HP and DEF Stats. Even your strongest attacks do very little damage to these durable guys. During one of his attacks, the Gold Beanie marches in a circular formation—jump on top of him as he approaches to counter. Upon jumping on the Gold Beanie, he reverses direction, marching back toward Mario—keep jumping on him to inflict damage. Jump on him at least three times to knock him on his back—this prevents him from escaping. When he chases after Mario with a group of Green Beanies, pay attention to where the Gold Beanie is in the group. When he hides behind one of the Green Beanies and charges forward, jump on him to counter. When it's your turn to attack, don't bother with Jump or Hammer attacks—bring out the big guns, using your strongest Luiginary Attacks, like the Luiginary Wall or Luiginary Typhoon. But as you deal more and more damage, don't be surprised if the Gold Beanie runs away, ending the battle prematurely. This is why it's so important to successfully counter this enemy during its attack phase, knocking him on his back. But if you do defeat the Gold Beanie, you earn 800 coins and 4,000 EXP! The Gold Beanie also drops a random DX Bean or a piece of MINI gear such as the MINI Boots, MINI Hammer, or MINI Gloves.

Krubbish

Locations: Dreamy Wakeport

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
25	83	180	152	58	160	45	100%	Refreshing Herb	10%	Rookie Gloves	5%



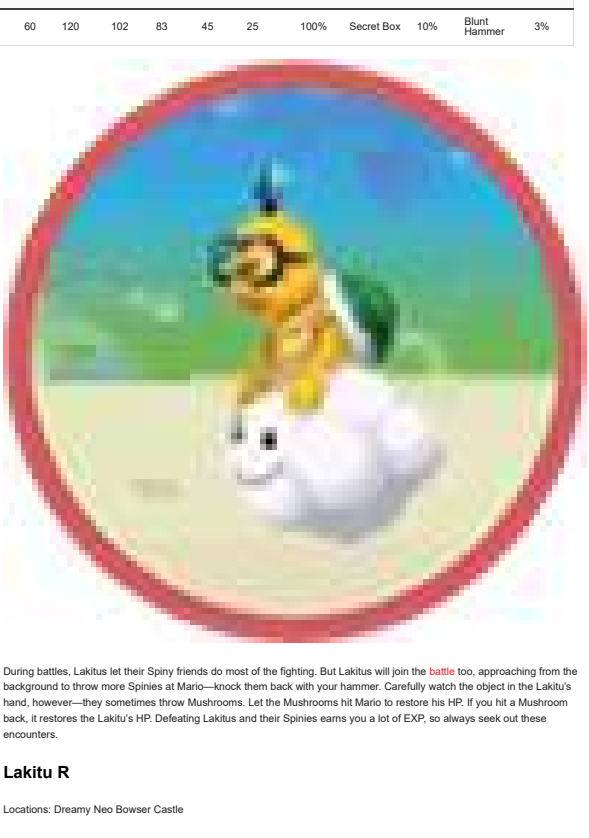
A Krubbish is a pink trash-can-like foe—they often appear with Cocoknight Rs. During his attack, the Krubbish inhales several Cocoknight Rs and coughs out a cloud of dust, shaped like an arm and fist. Before he attacks, pay attention to which directions the Krubbish coughs in, as this indicates the direction the dust cloud attacks will come from. Move Mario in the opposite direction of the incoming attack, then leap over the dust cloud as it approaches. During these battles, target the Krubbish enemies first, preferably with Jump attacks. If you have BP to spare, a powerful Luiginary Attack is also very effective against these large groups of enemies.

Lakitu

Locations: Dreamy Driftwood Shore

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
20	60	120	102	83	45	25	100%	Secret Box	10%	Blunt Hammer	3%



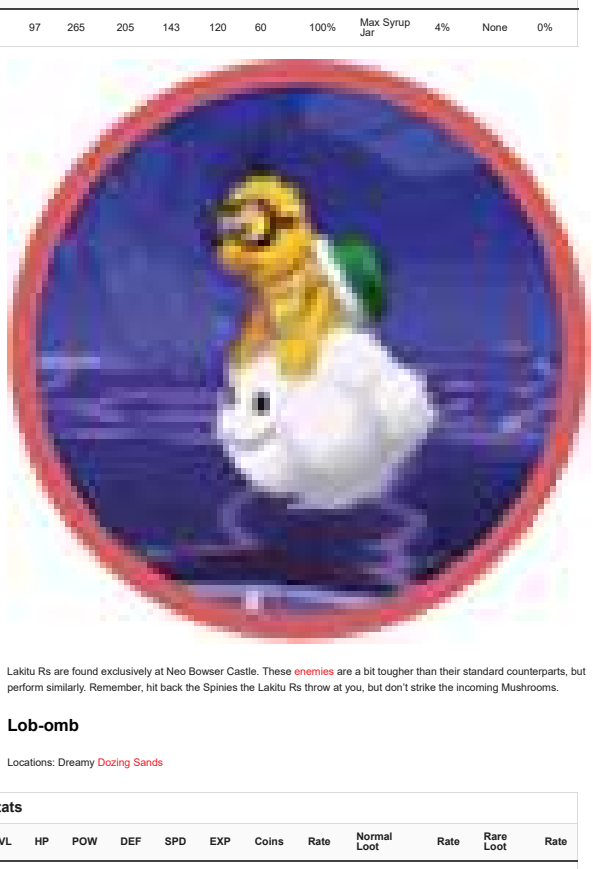
During battles, Lakitus let their Spiny friends do most of the fighting. But Lakitu will join the battle too, approaching from the background to throw more Spinies at Mario—knock them back with your hammer. Carefully watch the object in the Lakitu's hand, however—they sometimes throw Mushrooms. Let the Mushrooms hit Mario to restore his HP. If you hit a Mushroom back, it restores the Lakitu's HP. Defeating Lakitus and their Spinies earns you a lot of EXP, so always seek out these encounters.

Lakitu R

Locations: Dreamy Neo Bowser Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
32	97	265	205	143	120	60	100%	Max Syrup Jar	4%	None	0%



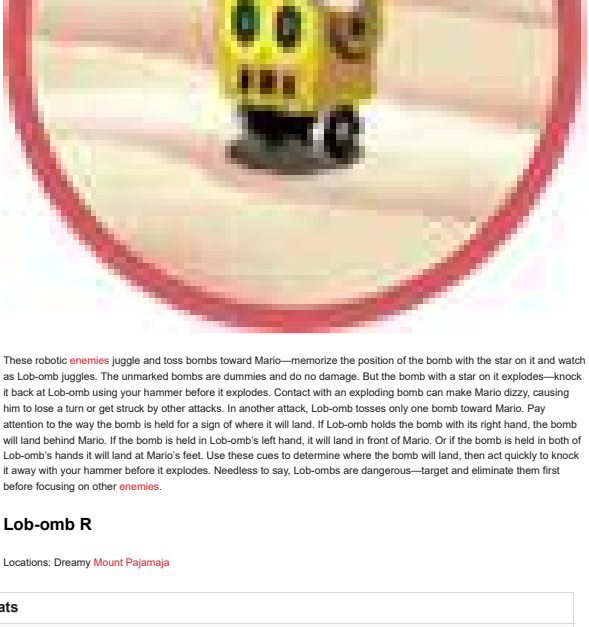
Lakitu Rs are found exclusively at Neo Bowser Castle. These enemies are a bit tougher than their standard counterparts, but perform similarly. Remember, hit back the Spinies the Lakitu Rs throw at you, but don't strike the incoming Mushrooms.

Lob-omb

Locations: Dreamy Dozing Sands

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
11	42	64	70	42	10	14	100%	Supersyrup Jar	5%	Thick Gloves	3%



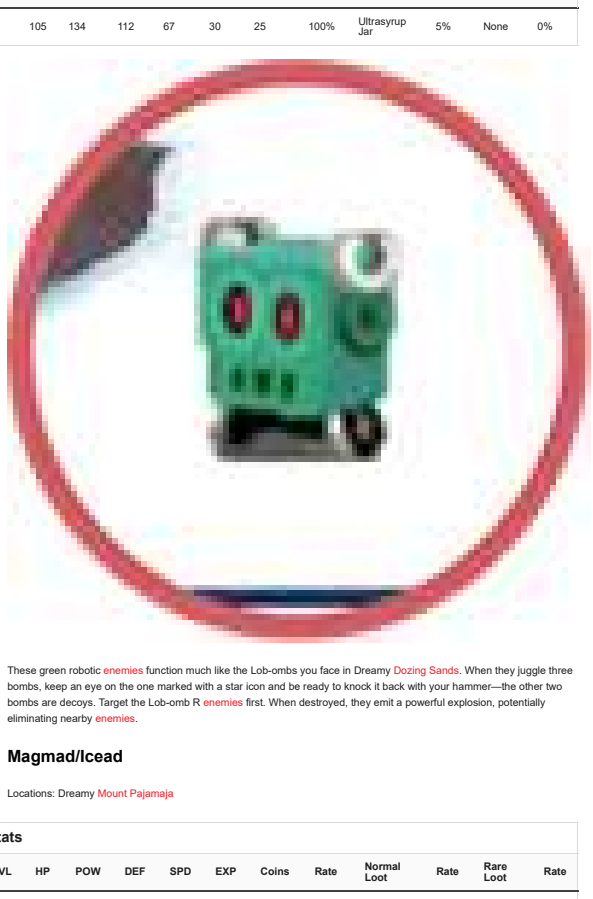
These robotic enemies juggle and toss bombs toward Mario—memorize the position of the bomb with the star on it and watch as Lob-omb juggles. The unmarked bombs are dummies and do no damage. But the bomb with a star on it explodes—knock it back at Lob-omb using your hammer before it explodes. Contact with an exploding bomb can make Mario dizzy, causing him to lose a turn or get struck by other attacks. In another attack, Lob-omb tosses only one bomb toward Mario. Pay attention to the way the bomb is held for a sign of where it will land. If Lob-omb holds the bomb with its right hand, the bomb will land behind Mario. If the bomb is held in Lob-omb's left hand, it will land in front of Mario. Or if the bomb is held in both of Lob-omb's hands it will land at Mario's feet. Use these cues to determine where the bomb will land, then act quickly to knock it away with your hammer before it explodes. Needless to say, Lob-ombs are dangerous—target and eliminate them first before focusing on other enemies.

Lob-omb R

Locations: Dreamy Mount Pajamaja

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
19	105	134	112	67	30	25	100%	Ultrasyrup Jar	5%	None	0%



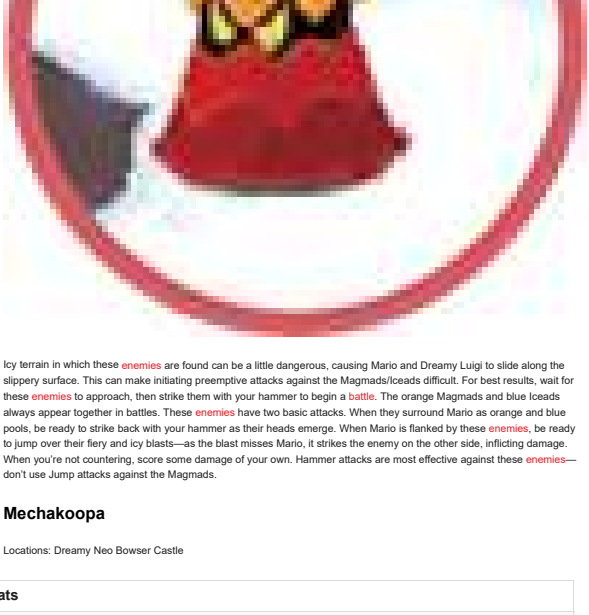
These green robotic enemies function much like the Lob-ombs you face in Dreamy Dozing Sands. When they juggle three bombs, keep an eye on the one marked with a star icon and be ready to knock it back with your hammer—the other two bombs are decoys. Target the Lob-omb R enemies first. When destroyed, they emit a powerful explosion, potentially eliminating nearby enemies.

Magmad/Icead

Locations: Dreamy Mount Pajamaja

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
18	125	137	98	70	50	20	100%	Super Candy	5%	Secret Box	1%



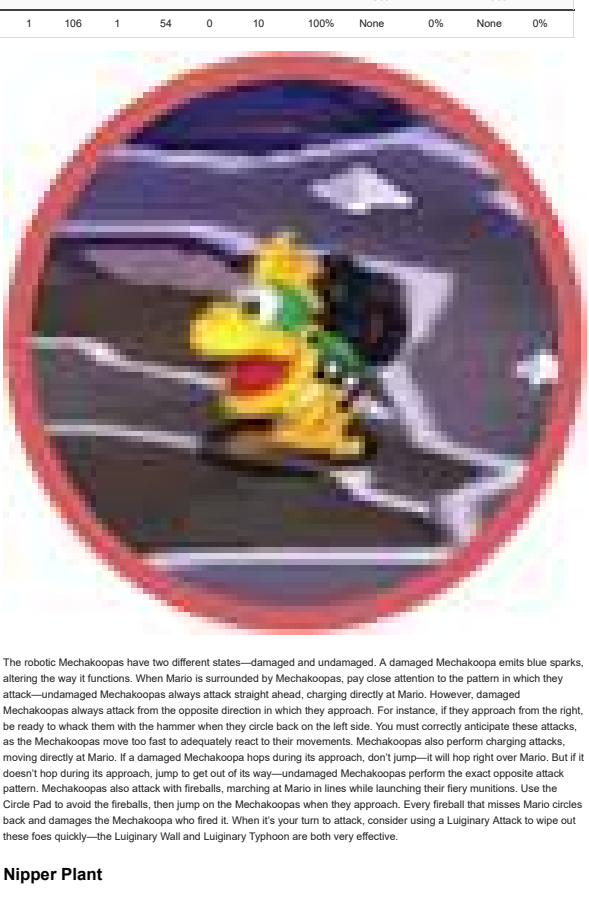
Icy terrain in which these enemies are found can be a little dangerous, causing Mario and Dreamy Luigi to slide along the slippery surface. This can make initiating preemptive attacks against the Magmads/Iceads difficult. For best results, wait for these enemies to approach, then strike them with your hammer to begin a battle. The orange Magmads and blue Iceads always appear together in battles. These enemies have two basic attacks. When they surround Mario as orange and blue pools, be ready to strike back with your hammer as their heads emerge. When Mario is flanked by these enemies, be ready to jump over their fiery and icy blasts—as the blast misses Mario, it strikes the enemy on the other side, inflicting damage. When you're not countering, score some damage of your own. Hammer attacks are most effective against these enemies—don't use Jump attacks against the Magmads.

Mechakoopa

Locations: Dreamy Neo Bowser Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
21	1	106	1	54	0	10	100%	None	0%	None	0%



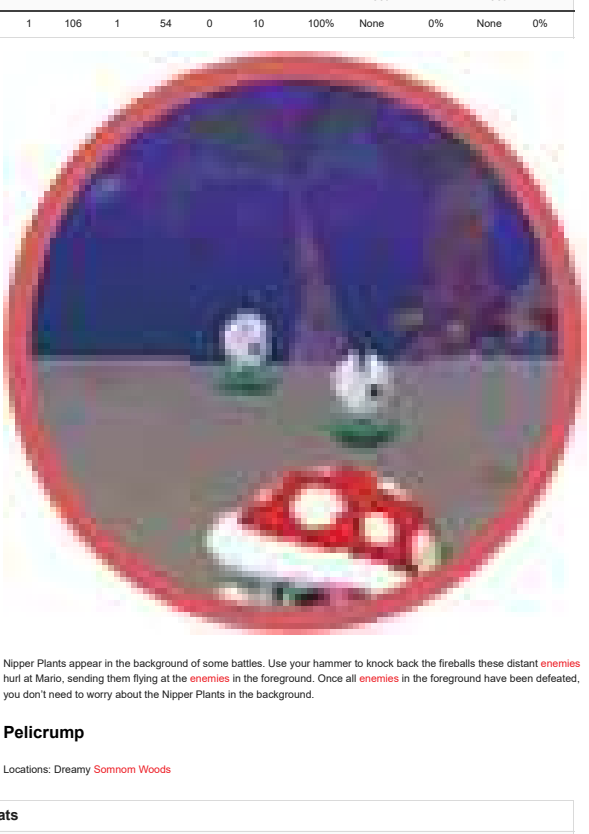
The robotic Mechakoopas have two different states—damaged and undamaged. A damaged Mechakoopa emits blue sparks, altering the way it functions. When Mario is surrounded by Mechakoopas, pay close attention to the pattern in which they attack—undamaged Mechakoopas always attack straight ahead, charging directly at Mario. However, damaged Mechakoopas always attack from the opposite direction in which they approach. For instance, if they approach from the right, be ready to whack them with the hammer when they circle back on the left side. You must correctly anticipate these attacks, as the Mechakoopas move too fast to adequately react to their movements. Mechakoopas also perform charging attacks, moving directly at Mario. If a damaged Mechakoopa hops during its approach, don't jump—it will hop right over Mario. But if it doesn't hop during its approach, jump to get out of its way—undamaged Mechakoopas perform the exact opposite attack pattern. Mechakoopas also attack with fireballs, marching at Mario in lines while launching their fiery munitions. Use the Circle Pad to avoid the fireballs, then jump on the Mechakoopas when they approach. Every fireball that misses Mario circles back and damages the Mechakoopa who fired it. When it's your turn to attack, consider using a Luiginary Attack to wipe out these foes quickly—the Luiginary Wall and Luiginary Typhoon are both very effective.

Nipper Plant

Locations: Dreamy Driftwood Shore

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
21	1	106	1	54	0	10	100%	None	0%	None	0%



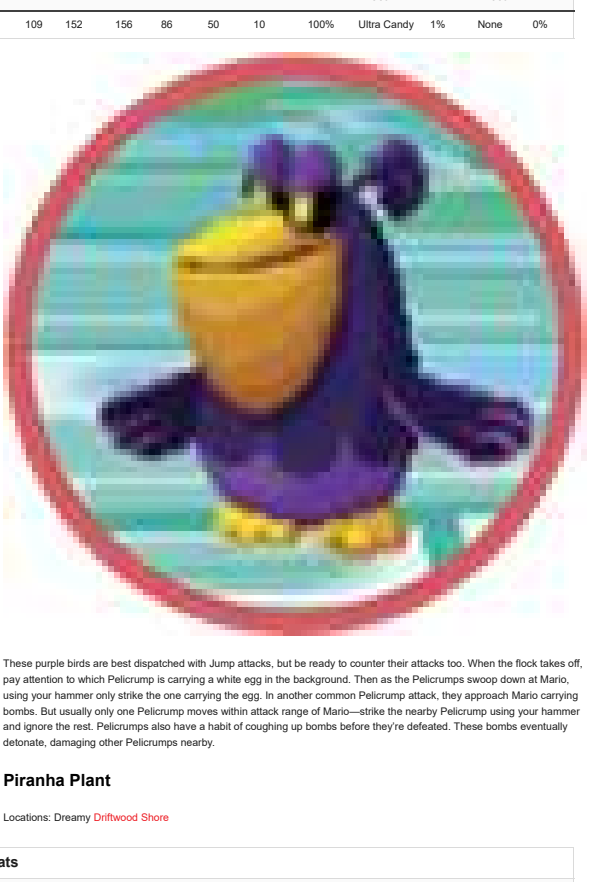
Nipper Plants appear in the background of some battles. Use your hammer to knock back the fireballs these distant enemies hurl at Mario, sending them flying at the enemies in the foreground. Once all enemies in the foreground have been defeated, you don't need to worry about the Nipper Plants in the background.

Pelicrump

Locations: Dreamy Somnom Woods

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
28	109	152	156	86	50	10	100%	Ultra Candy	1%	None	0%



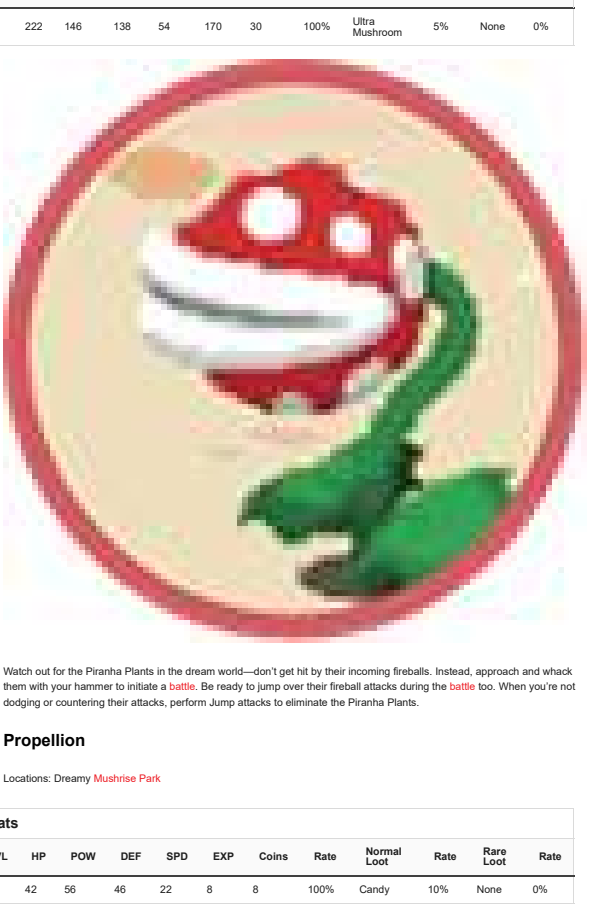
These purple birds are best dispatched with Jump attacks, but be ready to counter their attacks too. When the flock takes off, pay attention to which Pelicrump is carrying a white egg in the background. Then as the Pelicrumps swoop down at Mario, using your hammer only strike the one carrying the egg. In another common Pelicrump attack, they approach Mario carrying bombs. But usually only one Pelicrump moves within attack range of Mario—strike the nearby Pelicrump using your hammer and ignore the rest. Pelicrumps also have a habit of coughing up bombs before they're defeated. These bombs eventually detonate, damaging other Pelicrumps nearby.

Piranha Plant

Locations: Dreamy Driftwood Shore

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
21	222	146	138	54	170	30	100%	Ultra Mushroom	5%	None	0%



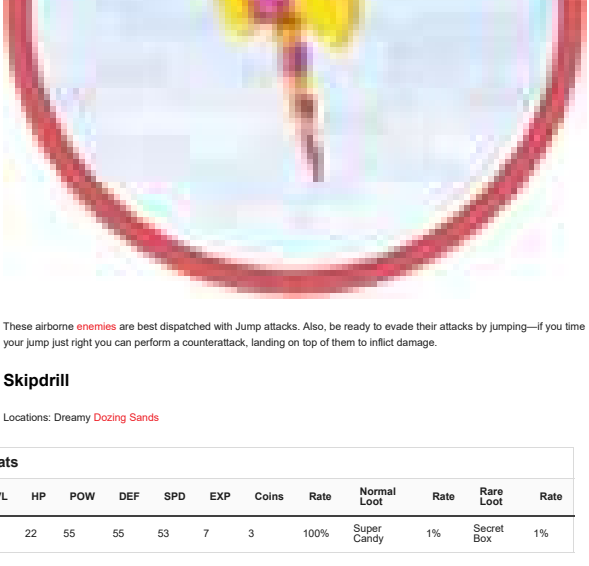
Watch out for the Piranha Plants in the dream world—don't get hit by their incoming fireballs. Instead, approach and whack them with your hammer to initiate a battle. Be ready to jump over their fireball attacks during the battle too. When you're not dodging or countering their attacks, perform Jump attacks to eliminate the Piranha Plants.

Propellion

Locations: Dreamy Mushrise Park

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
8	42	56	46	22	8	8	100%	Candy	10%	None	0%



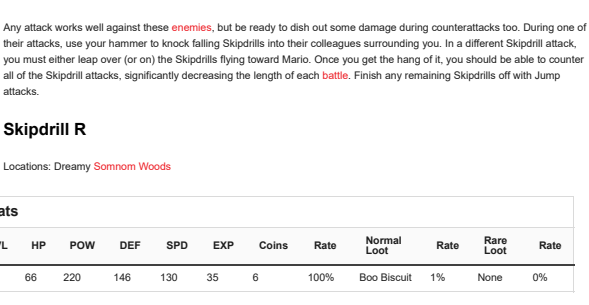
These airborne enemies are best dispatched with Jump attacks. Also, be ready to evade their attacks by jumping—if you time your jump just right you can perform a counterattack, landing on top of them to inflict damage.

Skipdrill

Locations: Dreamy Dozing Sands

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
12	22	55	55	53	7	3	100%	Super Candy	1%	Secret Box	1%



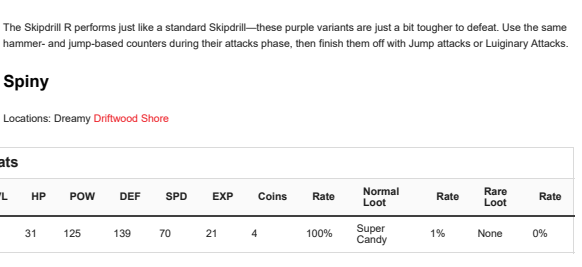
Any attack works well against these enemies, but be ready to dish out some damage during counterattacks too. During one of their attacks, use your hammer to knock falling Skipdrills into their colleagues surrounding you. In a different Skipdrill attack, you must either leap over (or on) the Skipdrills flying toward Mario. Once you get the hang of it, you should be able to counter all of the Skipdrill attacks, significantly decreasing the length of each battle. Finish any remaining Skipdrills off with Jump attacks.

Skipdrill R

Locations: Dreamy Somnom Woods

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
29	66	220	146	130	35	6	100%	Boo Biscuit	1%	None	0%



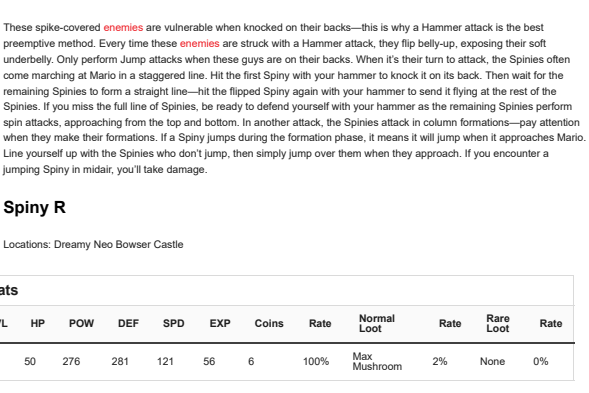
The Skipdrill R performs just like a standard Skipdrill—these purple variants are just a bit tougher to defeat. Use the same hammer- and jump-based counters during their attacks phase, then finish them off with Jump attacks or Luiginary Attacks.

Spiny

Locations: Dreamy Driftwood Shore

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
20	31	125	139	70	21	4	100%	Super Candy	1%	None	0%



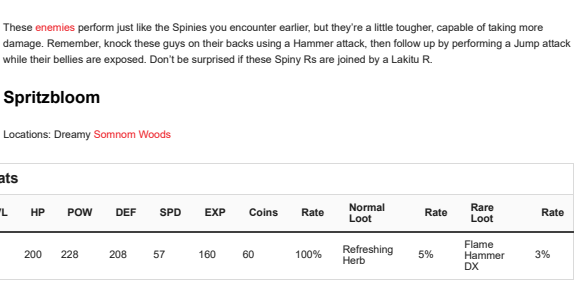
These spike-covered enemies are vulnerable when knocked on their backs—this is why a Hammer attack is the best preemptive method. Every time these enemies are struck with a Hammer attack, they flip belly-up, exposing their soft underbelly. Only perform Jump attacks when these guys are on their backs. When it's their turn to attack, the Spinies often come marching at Mario in a staggered line. Hit the first Spiny with your hammer to knock it on its back. Then wait for the remaining Spinies to form a straight line—hit the flipped Spiny again with your hammer to send it flying at the rest of the Spinies. If you miss the full line of Spinies, be ready to defend yourself with your hammer as the remaining Spinies perform spin attacks, approaching from the top and bottom. In another attack, the Spinies attack in column formations—pay attention when they make their formations. If a Spiny jumps during the formation phase, it means it will jump when it approaches Mario. Line yourself up with the Spinies who don't jump, then simply jump over them when they approach. If you encounter a jumping Spiny in midair, you'll take damage.

Spiny R

Locations: Dreamy Neo Bowser Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
32	50	276	281	121	56	6	100%	Max Mushroom	2%	None	0%



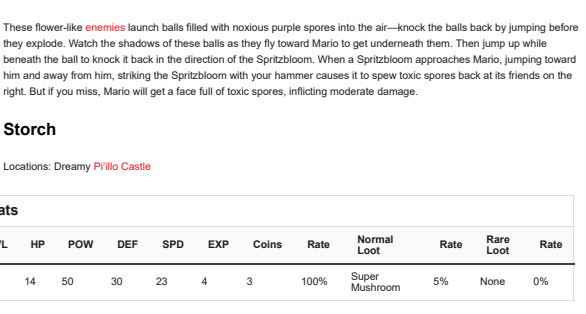
These enemies perform just like the Spinies you encounter earlier, but they're a little tougher, capable of taking more damage. Remember, knock these guys on their backs using a Hammer attack, then follow up by performing a Jump attack while their bellies are exposed. Don't be surprised if these Spiny Rs are joined by a Lakitu R.

Spritzbloom

Locations: Dreamy Somnom Woods

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
28	200	228	208	57	160	60	100%	Refreshing Herb	5%	Flame Hammer DX	3%



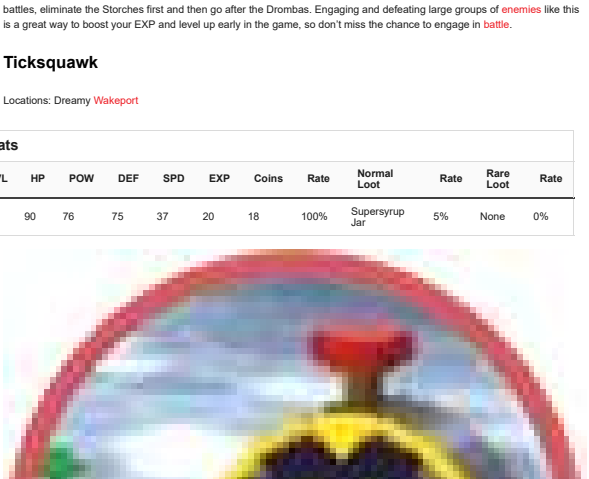
These flower-like enemies launch balls filled with noxious purple spores into the air—knock the balls back by jumping before they explode. Watch the shadows of these balls as they fly toward Mario to get underneath them. Then jump up while beneath the ball to knock it back in the direction of the Spritzbloom. When a Spritzbloom approaches Mario, jumping toward him and away from him, striking the Spritzbloom with your hammer causes it to spew toxic spores back at its friends on the right. But if you miss, Mario will get a face full of toxic spores, inflicting moderate damage.

Storch

Locations: Dreamy Pi'illo Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
3	14	50	30	23	4	3	100%	Super Mushroom	5%	None	0%



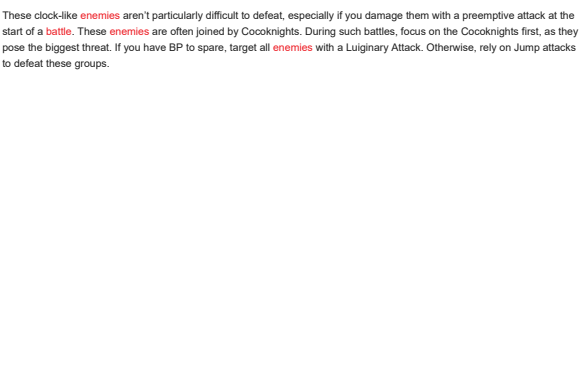
Storches are torch-like monsters capable of attacking with flames. Storches are often joined by Drombas. During such battles, eliminate the Storches first and then go after the Drombas. Engaging and defeating large groups of enemies like this is a great way to boost your EXP and level up early in the game, so don't miss the chance to engage in battle.

Ticksquawk

Locations: Dreamy Wakeport

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
14	90	76	75	37	20	18	100%	Supersyrup Jar	5%	None	0%



These clock-like enemies aren't particularly difficult to defeat, especially if you damage them with a preemptive attack at the start of a battle. These enemies are often joined by Cocoknights. During such battles, focus on the Cocoknights first, as they pose the biggest threat. If you have BP to spare, target all enemies with a Luiginary Attack. Otherwise, rely on Jump attacks to defeat these groups.

Dream World Bosses and Minions

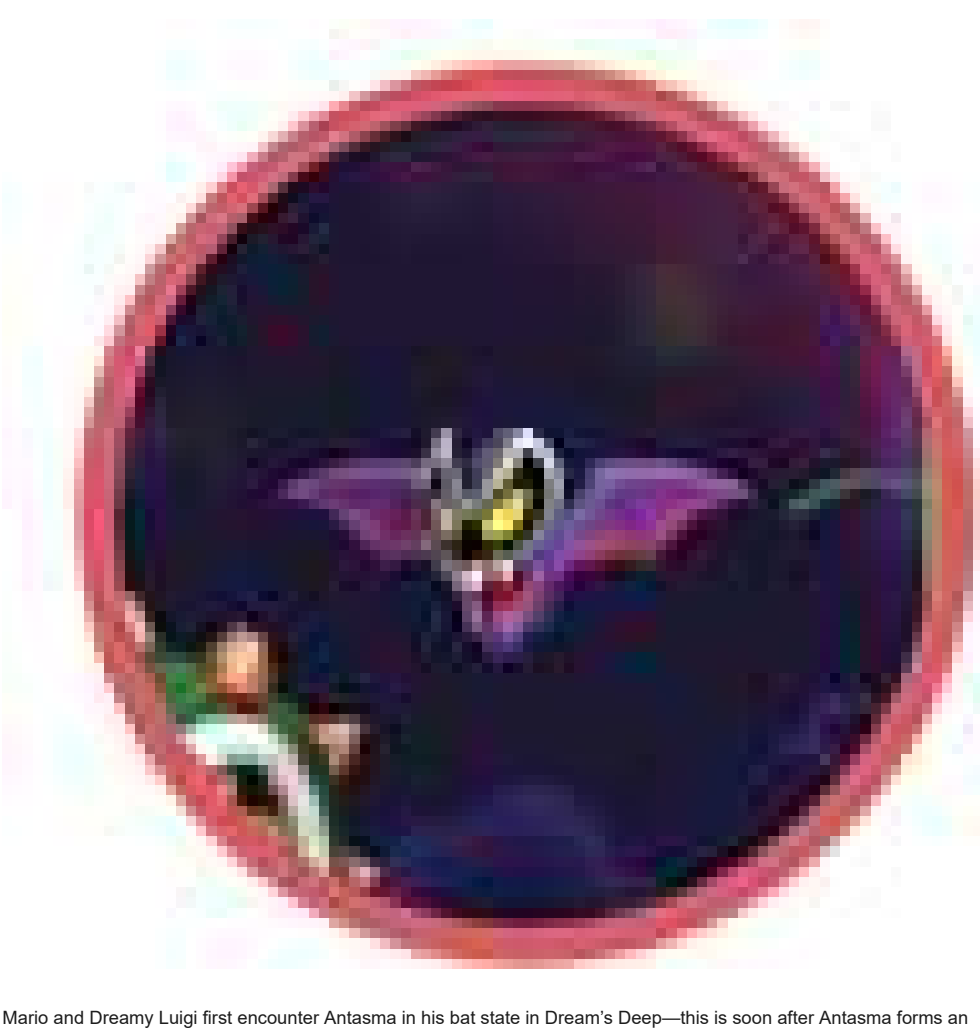
Dream World Bosses and Minions

Antasma (Bat State)

Locations: Dream's Deep

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
9	6	59	43	1	0	0	0%	Syrup Jar	3%	None	0%



Mario and Dreamy Luigi first encounter Antasma in his bat state in Dream's Deep—this is soon after Antasma forms an alliance with Bowser. When it's your turn to attack, don't hold back. Your most powerful attack at this point is the Luiginary Ball. Use it repeatedly to inflict heavy damage on both Bowser and Antasma. When you run low on BP, consume a Syrup Jar to get more and resume with the Luiginary Ball attacks. Antasma attacks as well, sending a swarm of bats in your direction. Strike them with your hammer to avoid taking damage.

Antasma

Locations: Dreamy Neo Bowser Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
35	2435	416	284	168	7500	900	100%	None	0%	Dark Hammer	100%

Get ready to counter Antasma's first attack as he creates several clones of himself—pay attention to the one that holds a ball of purple energy above his head. As the different Antasmas scramble and form a line, be ready to hit back the ball of purple energy flying toward Mario. When it's Mario's turn to attack, don't hold back. Choose a powerful Luiginary Attack like the Luiginary Wall or Luiginary Typhoon to inflict as much damage as possible on Antasma and his Antasmunchies. When Antasma transforms into a swarm of bats, be ready to jump as the swarm approaches Mario. But you don't have to jump over every bat. Just jump over the ones that fly low to the ground, directly at Mario. Watch the shadows of the bats on the ground and only jump over the bats whose shadows are aligned with Mario. If Mario is hit by the bats or any other Antasma attack, he'll fall asleep, triggering an endless nightmare sequence—you must find an exit or else you'll be trapped here forever. When it's your turn to attack, keep hitting Antasma with one Luiginary Attack after another. Over time this depletes his HP, leading to his defeat.

Antasmunchie

Locations: Dreamy Neo Bowser Castle (Antasma Minion)

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
34	90	275	344	70	0	0	0%	Max Candy	2%	None	0%

At the start of the battle Antasma conjures several dark orbs called Antasmunchies. Antasma consumes a few Antasmunchies, increasing his POW. Get ready to counter Antasma's first attack as he creates several clones of himself—pay attention to the one that holds a ball of purple energy above his head. As the different Antasmas scramble and form a line, be ready to hit back the ball of purple energy flying toward Mario. After absorbing a fair amount of damage, Antasma inverts and falls asleep within a purple force field. While sleeping, Antasma steadily replenishes HP and can't be attacked. You must wake him up by destroying all of his Antasmunchies. A Luiginary Attack is the quickest way to target and destroy all the Antasmunchies, causing Antasma to wake from his slumber. If you destroy all the Antasmunchies in one attack turn, Antasma will recover no HP.

Big Massif

Locations: Dreamy Wakeport

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
16	864	140	103	61	800	250	100%	None	0%	Knockout Boots	100%

Battling Big Massif is similar to the battles with the other Hooraws, only Big Massif has much more HP and deals more damage with his attacks. Be ready to use your hammer and knock back a large stone pillar he punches in your direction. When it comes to attacking Big Massif, don't hold back. Use Luiginary Attacks like the Luiginary Ball and Luiginary Stack to deal massive amounts of damage to Big Massif and his small army of Hooraws. These attacks do far more damage than any Jump or Hammer attack, significantly shortening the length of the battle. If you're running low on BP, consume a Syrup Jar and keep the Luiginary Attacks going. But Big Massif can organize a Stack of his own, riding atop a massive stack of Hooraws. During this sequence Mario runs away from the approaching Stack. Move left and right to avoid getting trampled. Also be ready to jump when the Stack jumps toward you. Upon landing, the Stack emits a powerful radial shockwave.

Beef Cloud (Big Massif Disciple)

Locations: Dreamy Wakeport

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
14	357	1	105	1	200	50	100%	Super Candy	30%	HP Knockout Bangle	5%

He may be big, but Beef Cloud is always sleepy—and the longer he sleeps, the more HP he recovers. Keep hitting Beef Cloud with simple Jump attacks. Instead of taking a turn to attack, Beef Cloud continues to sleep, recovering HP with each passing moment. So as soon as it's your turn to attack again, do so as quickly as possible. Continue hammering Beef Cloud with continuous Jump attacks until he's down for the count.

Heavy Zest (Big Massif Disciple)

Locations: Dreamy Wakeport

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
14	282	113	80	60	200	50	100%	Super Candy	30%	HP Knockout Bangle	5%

Heavy Zest surrounds himself with several smaller Hooraws—you must defeat them all in three turns to win this battle. During one of Heavy Zest's most common attacks, he comes charging at Mario while the Hooraws stand in the background. Take note of the Hermite Crab just behind Mario during this sequence. Move in sync with the Hermite Crab, then watch closely as Heavy Zest approaches—he may either jump or stay on the ground, running directly into Mario. If he jumps, stay on the ground. But if he doesn't jump, be ready to jump to avoid getting hit. Either way, Heavy Zest crashes into the Hermite Crab as long as Mario is properly aligned. As the Hermite Crab's coconut flies through the air, it bounces across most of the Hooraws in the background, inflicting heavy damage. When it's Mario's turn to attack, don't fool around—use only Luiginary Attacks. Although they cost BP, these attacks are your best bet at defeating Heavy Zest in three turns. Both the Luiginary Ball and Luiginary Stack are effective as long as you score Excellents with each attack. It's entirely possible to defeat Heavy Zest before all the Hooraws. But remember, the battle isn't over until all foes are defeated.

Sorrow Fist (Big Massif Disciple)

Locations: Dreamy Wakeport

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
14	395	139	75	115	200	50	100%	Super Candy	30%	HP Knockout Bangle	5%

Sorrow Fist doesn't exactly exude confidence. But don't let his somewhat helpless demeanor fool you. Sorrow Fist surrounds himself with other Hooraws. Be ready to defend yourself against his attacks. In one attack he strikes a shell falling from the sky, sending it flying at Mario—knock it back with your hammer. In another attack, Sorrow Fist comes charging at Mario, flailing his arms—jump on his head to counter. When it's Mario's turn to attack, focus on attacks you're confident you can score Excellent hits with—remember, any other hits will heal Sorrow Fist instead of damaging him. Jump attacks are relatively easy to score Excellent hits with and deal a reasonable amount of damage, so simply perform one Jump attack after another until Sorrow Fist is down for good.

Thunder Sass (Big Massif Disciple)

Locations: Dreamy Wakeport

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
14	140	176	53	138	200	50	100%	Super Candy	30%	HP Knockout Bangle	5%

You must use Thunder Sass's own attacks to damage him. Furthermore, only healing items can be used during this battle, and badge effects are banned. Thunder Sass surrounds himself with Hooraws—but you only need to defeat Thunder Sass to win. In one common attack, Thunder Sass bounces across groups of Hooraws before launching himself toward Mario at high speed, but he only bounces off the groups of Hooraws that have their arms raised. This makes it easier to predict when and from which direction Thunder Sass will come flying. Counter by hitting Thunder Sass with the hammer as he flies toward Mario. During another Thunder Sass attack, he comes charging directly at Mario. Time your jump carefully so you land on top of him to inflict damage. It's much easier to score a counter during these attacks than it is with the hammer counter, so make the most of these opportunities. It only takes a few successful counters to defeat Thunder Sass, so stay focused to come out on top in this battle.

Hooraw (Big Massif/Disciple Minion)

Locations: Dreamy Wakeport

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
14	28	1	49	1	0	5	20%	None	0%	None	0%

Hooraws are common, minor enemies encountered during the battles with Big Massif and his disciples. With the exception of the Heavy Zest battle, Hooraws don't have to be defeated to win. In fact, they're best avoided during the fight with Big Massif. Defeating the Hooraws makes Big Massif's POW go up, making his attacks more and more powerful. You're better off dealing damage through counter attacks. Hooraws defeated during counters do not cause Big Massif's POW to increase.

Bowser

Locations: Dream's Deep

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
9	233	70	56	23	300	150	100%	None	0%	Iron Ball Hammer	100%

Mario and Dreamy Luigi first face off against Bowser in Dream's Deep. As usual, Bowser is no slouch when it comes to battles. He's made even more powerful by his recent alliance with Antasma, so when it's your turn to attack, don't hold back. Your most powerful attack at this point is the Luiginary Ball. Use it repeatedly to inflict heavy damage on both Bowser and Antasma. When you run low on BP, consume a Syrup Jar to get more BP and resume with the Luiginary Ball attacks. When you're not attacking, get ready to evade and counter Bowser's attacks. Leap over the flame attacks and be ready to strike back with your hammer when Bowser comes charging at you—he leads with his fist when he's about to strike. When Bowser turns into a spiky ball and begins rolling toward Mario, pay attention to the lines of flames ahead. As Mario runs away from Bowser, move left and right to step around the flames. It's possible to leap over the orange flames, but the purple flames are too high to leap, so make a habit of jumping over the orange flames while moving around the purple flames. Making contact with any of the flames inflicts damage and slows Mario. If you strike two flames, Mario trips and is run down by Bowser, inflicting even more damage.

Dreamy Mario

Locations: Dreamy Pi'illo Castle

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
5	96	30	30	19	75	45	100%	None	0%	So-so Boots	100%

Mario confronts a Dreamy version of himself in Dreamy Pi'illo Castle. As the Dreamy Marios multiply, keep an eye on the original Dreamy Mario and always target him with attacks. Start with a Jump attack, targeting the original Dreamy Mario instead of one of his clones. Striking the original Dreamy Mario makes all the clones disappear…at least temporarily. A purple cloud attacks by firing a mix of coins, Mushrooms, and fireballs—grab the coins and Mushrooms but evade the fireballs either by moving or jumping over them. Also, watch out for incoming Dreamy Marios hurtled toward you. You can't move around these incoming projectiles, so time your jumps carefully. If you time your jumps just right you can land on the incoming Dreamy Mario to inflict damage. The Dreamy Marios also attack by charging directly at you. Once again, time your jumps carefully to either jump over them or on top of them. During another enemy attack, lines of Dreamy Marios come charging at you. Don't make contact with any of these enemies as they'll inflict damage. Instead, jump over the Dreamy Marios as they approach to avoid taking any damage. When you're not evading attacks, perform more Jump Attacks of your own, targeting the original Dreamy Mario each time.

Elite Trio

Corporal Paraplonk

Locations: Dreamy Driftwood Shore

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
23	415	176	193	120	700	200	100%	None	0%	Counter Wear	100%

During the Elite Trio battle, be ready to leap over (or on) Corporal Paraplonk as he launches himself at Mario, while bouncing between two blocks. If you land on his shell, it will fly toward the Sub-Goombas, including all the Sub-Goombas in the background. If targeting Corporal Paraplonk directly, do so with air-based attacks. Since he's flying, ground-based attacks don't hit him.

Private Goomp

Locations: Dreamy Driftwood Shore

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
23	249	169	152	60	700	300	100%	None	0%	Mushroom	100%

Private Goomp is the most likely to fall first, but he's quickly revived by his comrades—this is why it's so important to knock out all three enemies at once. Keep hitting the enemies hard with one Luiginary Attack after another. But be ready to counter Private Goomp's attack when he sends his army of Sub-Goombas charging at Mario. Leap on the incoming formation, sending them back at Private Goomp. Continue this volley until the Sub-Goombas trample Private Goomp.

Sergeant Guy

Locations: Dreamy Driftwood Shore

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
23	581	189	166	75	700	5	100%	None	0%	Action Hammer	100%

Use your hammer to whack the various Sergeant Guy imposters rushing toward you from different angles—these are actually Sub-Goombas in disguise. During one of Sergeant Guy's most elaborate attacks, he comes charging at Mario with a massive bomb, with the Sub-Goomba's leading the chase. Jump on (or over) the incoming Sub-Goombas as they come charging at Mario. Private Goomp makes a pass too—try to jump on him to inflict more damage. Keep dodging (or countering) the incoming Sub-Goombas until the bomb explodes, inflicting heavy damage on all enemies. Sergeant Guy also fires a massive Bullet Bill (loaded by pink Sgt. Guy Cannon enemies) from the cannon—it takes Sergeant Guy one turn to load the cannon and a second turn to fire it. But be ready to move when that Bullet Bill comes zooming at Mario. Rapidly press Ⓐ to boost Mario's speed, keeping him a few paces ahead of Bullet Bill. Bullet Bill eventually loses altitude, bouncing along the ground and crashing back into Sergeant Guy.

Sgt. Guy Cannon (Elite Trio Minion)

Locations: Dreamy Driftwood Shore

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
23	1	189	1	66	0	0	0%	None	0%	None	0%

These enemies make a brief cameo, loading a Bullet Bill into Sergeant Guy's cannon. As a result, they're not valid targets during the battle.

Sub-Goomba (Elite Trio Minion)

Locations: Dreamy Driftwood Shore

Stats

LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
22	80	120	105	57	0	5	20%	Mushroom	2%	None	0%

As the battle gets underway, Private Goomp surrounds himself with multiple Sub-Goombas, with an army of more Sub-Goombas in the background. When they're not charging at Mario, these enemies do little more than insulate Private Goomp. But they won't stand up to repeated strikes by Luiginary Attacks. Don't focus on defeating these enemies as there's an endless supply in the background. Instead, focus on defeating the Elite Trio, knocking them all out simultaneously.

Kamek

Locations: Dreamy Neo Bowser Castle

Stats

Battle #	Color	LVL	HP	POW	DEF	SPD	EXP	Coins	Rate	Normal Loot	Rate	Rare Loot	Rate
1	Blue	31	1428	297	266	128	0%	0%	0%	None	0%	None	0%
2	Blue	32	1743	311	270	132	0	0%	0%	None	0%	None	0%
3	Blue	34	1496	300	286	58	3000	50000%	100%	None	0%	Mushroom Gloves	100%
3	Green	34	816	225	275	93	0	0	0%	None	0%	None	0%
3	Red	34	544	313	275	46	0	0	0%	None	0%	None	0%
3	White	34	626	188	275	70	0	0	0%	None	0%	None	0%

Mario and Dreamy Luigi battle Kamek a total of three times in Dreamy Neo Bowser Castle. During the third battle Kamek conjures green, red, and white variants of himself. The first two battles are rather easy to complete if you go in prepared with plenty of HP, BP, and an aggressive set of Luiginary Attacks at the ready, but the final battle is a bit tricky. When Mario is encased in four rings, watch as the rings expand and contract—jump up as the rings contract to avoid taking damage. Kamek (Red) performs a giant broom attack, requiring Mario to move around to avoid getting swept away. Use the Circle Pad to move up, down, left, or right to dodge. In another unique attack, Kamek chases Mario toward a set of falling stone blocks. Kamek, in the blue robe, has much more HP than his red, green, and white clones. As a result, he's often the last one standing at the end of the battle, but don't let up. Keep hammering him with Luiginary Attacks until he's defeated.

Battle Ring Enemies

Enemies encountered in the battle ring perform similarly to their counterparts fought in real world and dream world battles during Mario and Luigi's adventure in Pi'illo Island. However, Battle Ring opponents award no EXP or loot. Still, facing these tougher enemy variants is a great way to test your skills as well as new Bros. Attacks and Luiginary Attacks you've obtained.

Battle Ring Enemy Stats

Battle #	Enemy	LVL	HP	POW	DEF	SPD
1	Grobot X	17	1133	134	131	50
2	Antasma X (Bat State)	19	19	144	104	1
3	Bowser X	19	771	173	135	43
4	Torkscew X	23	1594	234	224	60
5	Big Massif X	26	1901	291	226	104
5	Hooraw X	24	53	1	94	1
6	Mammoshka X	30	1771	378	365	78
6	Block Lifty X	26	1	1	157	1
7	Corporal Paraplonk X	33	780	324	376	182
7	Private Goomp X	33	468	312	296	91
7	Sergeant Guy X	33	1092	348	323	114
7	Sgt. Guy Cannon X	33	1	348	1	105
7	Sub-Goomba X	32	149	230	207	88
8	Pi'illodium X (Body)	40	2742	437	538	117
8	Pi'illodium X (Wings)	40	282	1	538	117
8	Mini Pi'illoid X	38	86	1	124	151
9	Antasma X	45	3336	480	429	195
9	Antasmunchie X	44	132	326	527	82
10	Bowser Jr.	50	4099	512	528	175
10	Junior Clown Car	50	512	320	440	146
10	Monty Mole	10	1	42	74	35

Level Up and Ranks

Mario's Level Up Progression

Level	Rank	HP	BP	POW	DEF	SPEED	STACHE	EXP UP
01	Mushroom	24	8	20	13	16	20	30
02	Mushroom	2	1	2	1	2	0	60
03	Mushroom	2	1	1	1	1	0	100
04	Mushroom	2	1	2	1	2	0	150
05	Mushroom	1	1	1	1	1	0	210
06	Mushroom	3	1	2	1	1	0	290
07	Mushroom	2	1	2	2	2	0	380
08	Shell	2	1	2	1	2	0	490
09	Shell	3	1	2	1	1	0	620
10	Shell	2	1	2	1	2	0	770
11	Shell	4	2	3	2	2	0	940
12	Shell	3	1	3	2	3	0	1130
13	Shell	3	1	2	2	1	0	1340
14	Shell	3	1	3	2	3	0	1580
15	Shell	4	1	3	2	2	0	1840
16	Flower	4	1	3	1	2	0	2130
17	Flower	3	1	3	2	3	0	2450
18	Flower	5	2	4	3	3	0	2800
19	Flower	4	1	3	2	2	0	3180
20	Flower	3	1	3	2	3	0	3590
21	Flower	5	2	4	3	3	0	4040
22	Flower	5	2	4	2	3	0	4520
23	Flower	5	1	4	3	3	0	5040
24	Flower	4	2	4	2	4	0	5600
25	Flower	5	1	4	3	3	0	6210
26	Star	6	2	5	3	4	0	6860
27	Star	6	2	5	3	4	0	7560
28	Star	5	2	4	3	3	0	8320
29	Star	6	2	5	3	4	0	9130
30	Star	6	2	5	4	4	0	10000
31	Star	4	1	3	1	2	0	10920
32	Star	3	1	3	2	3	0	11900
33	Star	5	2	4	3	3	0	12950
34	Star	4	1	3	2	2	0	14080
35	Star	3	1	3	2	3	0	15280
36	Star	3	1	2	1	1	0	16550
37	Star	2	1	2	2	2	0	17910
38	Star	2	1	2	1	2	0	19340
39	Star	3	1	2	1	1	0	20870
40	Rainbow	2	1	2	1	2	0	22500
41	Rainbow	3	1	2	2	1	0	24230
42	Rainbow	1	1	1	1	1	0	26050
43	Rainbow	2	1	2	2	2	0	27980
44	Rainbow	1	1	1	1	1	0	30020
45	Rainbow	3	1	2	2	1	0	32180
46	Rainbow	1	1	1	1	1	0	34460
47	Rainbow	1	1	1	1	1	0	36870
48	Rainbow	3	1	2	1	1	0	39410
49	Rainbow	1	1	1	1	1	0	42140
50	Rainbow	1	1	1	1	1	0	45000
51	Rainbow	1	1	1	1	1	0	48000
52	Rainbow	1	1	1	1	1	0	48000
53	Rainbow	2	1	1	1	1	0	48000
54	Rainbow	1	1	1	1	1	0	48000
55	Rainbow	1	1	1	1	1	0	48000
56	Rainbow	1	1	1	1	1	0	48000
57	Rainbow	1	1	1	1	1	0	48500
58	Rainbow	2	1	1	1	1	0	48500
59	Rainbow	1	1	1	1	1	0	48500
60	Rainbow	1	1	1	1	1	0	48500
61	Rainbow	1	1	1	1	1	0	48500
62	Rainbow	1	1	1	1	1	0	48500
63	Rainbow	2	1	1	1	1	0	48500
64	Rainbow	1	1	1	1	1	0	48500
65	Rainbow	1	1	1	1	1	0	48500
66	Rainbow	1	1	1	1	1	0	49000
67	Rainbow	1	1	1	1	1	0	49000
68	Rainbow	2	1	1	1	1	0	49000
69	Rainbow	1	1	1	1	1	0	49000
70	Rainbow	1	1	1	1	1	0	49000
71	Rainbow	1	1	1	1	1	0	49000
72	Rainbow	1	1	1	1	1	0	49000
73	Rainbow	2	1	1	1	1	0	49000
74	Rainbow	1	1	1	1	1	0	49000
75	Rainbow	1	1	1	1	1	0	49000
76	Rainbow	1	1	1	1	1	0	49000
77	Rainbow	1	1	1	1	1	0	49500
78	Rainbow	2	1	1	1	1	0	49500
79	Rainbow	1	1	1	1	1	0	49500
80	Rainbow	1	1	1	1	1	0	49500
81	Rainbow	1	1	1	1	1	0	49500
82	Rainbow	1	1	1	1	1	0	49500
83	Rainbow	2	1	1	1	1	0	49500
84	Rainbow	1	1	1	1	1	0	49500
85	Rainbow	1	1	1	1	1	0	49500
86	Rainbow	1	1	1	1	1	0	49500
87	Rainbow	1	1	1	1	1	0	49500
88	Rainbow	2	1	1	1	1	0	50000
89	Rainbow	1	1	1	1	1	0	50000
90	Rainbow	1	1	1	1	1	0	50000
91	Rainbow	1	1	1	1	1	0	50000
92	Rainbow	1	1	1	1	1	0	50000
93	Rainbow	2	1	1	1	1	0	50000
94	Rainbow	1	1	1	1	1	0	50000
95	Rainbow	1	1	1	1	1	0	50000
96	Rainbow	1	1	1	1	1	0	50000
97	Rainbow	3	1	2	2	1	0	50000
98	Rainbow	1	1	1	1	1	0	50000
99	Rainbow	1	1	1	1	1	0	50000
100	Rainbow	1	1	1	1	1	0	—
TOTAL		241	118	201	152	171	20	3,000,000

Luigi's Level Up Progression

Level	Rank	HP	BP	POW	DEF	SPEED	STACHE	EXP UP
01	Mushroom	30	6	16	17	10	30	30
02	Mushroom	3	1	2	2	1	0	65
03	Mushroom	2	1	1	1	1	0	110
04	Mushroom	3	1	2	1	1	0	165
05	Mushroom	1	1	1	1	1	0	220
06	Mushroom	3	1	1	2	1	0	300
07	Mushroom	3	1	2	2	1	0	400
08	Shell	3	1	2	1	1	0	515
09	Shell	3	1	1	2	1	0	630
10	Shell	3	1	2	2	1	0	780
11	Shell	5	1	2	2	2	0	960
12	Shell	4	1	3	3	1	0	1160
13	Shell	5	1	2	2	2	0	1380
14	Shell	4	1	2	3	1	0	1625
15	Shell	5	1	3	2	2	0	1870
16	Flower	4	1	2	3	1	0	2170
17	Flower	5	1	3	2	2	0	2500
18	Flower	6	1	3	4	2	0	2860
19	Flower	4	1	2	2	1	0	3240
20	Flower	5	1	3	3	2	0	3670
21	Flower	6	1	3	3	2	0	4140
22	Flower	6	2	3	4	2	0	4600
23	Flower	6	1	3	3	2	0	5140
24	Flower	6	1	3	4	2	0	5720
25	Flower	6	1	4	3	2	0	6310
26	Star	7	2	4	4	2	0	6980
27	Star	8	1	4	4	3	0	7700
28	Star	7	2	4	5	2	0	8480
29	Star	8	1	4	4	3	0	9310
30	Star	7	2	4	4	2	0	10160
31	Star	5	1	2	3	2	0	11060
32	Star	4	1	2	2	1	0	12000
33	Star	6	2	4	4	2	0	12970
34	Star	5	1	2	2	2	0	14090
35	Star	4	1	2	3	1	0	15300
36	Star	3	1	2	2	1	0	16570
37	Star	3	1	2	1	1	0	17930
38	Star	3	1	1	2	1	0	19360
39	Star	3	1	2	2	1	0	20890
40	Rainbow	3	1	1	1	1	0	22530
41	Rainbow	2	1	1	1	1	0	24260
42	Rainbow	1	1	1	1	1	0	26080
43	Rainbow	3	1	2	2	1	0	28010
44	Rainbow	2	1	1	1	1	0	30050
45	Rainbow	1	1	1	1	1	0	32210
46	Rainbow	2	1	1	1	1	0	34490
47	Rainbow	1	1	1	1	1	0	36900
48	Rainbow	3	1	1	2	1	0	39440
49	Rainbow	2	1	1	1	1	0	42170
50	Rainbow	1	1	1	1	1	0	45000
51	Rainbow	2	1	1	1	1	0	48000
52	Rainbow	1	1	1	1	1	0	48000
53	Rainbow	2	1	1	1	1	0	48000
54	Rainbow	1	1	1	1	1	0	48000
55	Rainbow	2	1	1	1	1	0	48000
56	Rainbow	1	1	1	1	1	0	48000
57	Rainbow	2	1	1	1	1	0	48500
58	Rainbow	1	1	1	1	1	0	48500
59	Rainbow	2	1	1	1	1	0	48500
60	Rainbow	1	1	1	1	1	0	48500
61	Rainbow	2	1	1	1	1	0	48500
62	Rainbow	1	1	1	1	1	0	48500
63	Rainbow	2	1	1	1	1	0	48500
64	Rainbow	1	1	1	1	1	0	48500
65	Rainbow	2	1	1	1	1	0	48500
66	Rainbow	1	1	1	1	1	0	49000
67	Rainbow	2	1	1	1	1	0	49000
68	Rainbow	1	1	1	1	1	0	49000
69	Rainbow	2	1	1	1	1	0	49000
70	Rainbow	1	1	1	1	1	0	49000
71	Rainbow	2	1	1	1	1	0	49000
72	Rainbow	1	1	1	1	1	0	49000
73	Rainbow	2	1	1	1	1	0	49000
74	Rainbow	1	1	1	1	1	0	49000
75	Rainbow	2	1	1	1	1	0	49000
76	Rainbow	1	1	1	1	1	0	49000
77	Rainbow	2	1	1	1	1	0	49500
78	Rainbow	1	1	1	1	1	0	49500
79	Rainbow	2	1	1	1	1	0	49500
80	Rainbow	1	1	1	1	1	0	49500
81	Rainbow	2	1	1	1	1	0	49500
82	Rainbow	1	1	1	1	1	0	49500
83	Rainbow	2	1	1	1	1	0	49500
84	Rainbow	1	1	1	1	1	0	49500
85	Rainbow	2	1	1	1	1	0	49500
86	Rainbow	1	1	1	1	1	0	49500
87	Rainbow	2	1	1	1	1	0	49500
88	Rainbow	1	1	1	1	1	0	50000
89	Rainbow	2	1	1	1	1	0	50000
90	Rainbow	1	1	1	1	1	0	50000
91	Rainbow	2	1	1	1	1	0	50000
92	Rainbow	1	1	1	1	1	0	50000
93	Rainbow	2	1	1	1	1	0	50000
94	Rainbow	1	1	1	1	1	0	50000
95	Rainbow	2	1	1	1	1	0	50000
96	Rainbow	1	1	1	1	1	0	50000
97	Rainbow	3	1	1	1	1	0	50000
98	Rainbow	2	1	1	1	1	0	50000
99	Rainbow	1	1	1	1	1	0	50000
100	Rainbow	1	1	1	1	1	0	-
TOTAL		301	110	172	179	130	30	3,002,500

Rank-Up Bonuses

Name	Description	Rank Required
Gear Slot+1	Adds one Gear slot	Shell (Level 8)
Badge Stock+1	Adds one Badge stock	Shell (Level 8)
HP Up+	Adds 2 HP per level	Shell (Level 8)
POW Up+	Adds 1 POW per level	Shell (Level 8)
BP Up+	Adds 1 BP per level	Shell (Level 8)
Quick Level	Gives 20% more EXP	Shell (Level 8)
Iron Body	Reduces damage by 25%	Shell (Level 8)
Jump Man	Boosts solo-jump damage by 125%	Flower (Level 16)
Hammerhead	Boosts solo-hammer damage by 125%	Flower (Level 16)
Counterer	Boosts counter attacks by 150%	Flower (Level 16)
Shroom EXP	Mushrooms give EXP	Flower (Level 16)
Big Lucky	Boosts Lucky Hit damage by 200%	Star (Level 26)
Casual Bros.	Bros. Attacks cost 1/2	Star (Level 26)
Quick Healer	Items heal 200%	Star (Level 26)

Note

When achieving the Rainbow Rank (Level 40) you can choose two rank-up bonuses, instead of the standard single bonus associated with the previous ranks.

Badges

Badge List

Mario’s Badges

Badge Name	How to Acquire	Available in Badge Shop After:
Starter Badge	Acquired from Pi’illo Castle before the Smoldergeist battle	—
Master Badge	Buy for 600 coins	The Dozing Sands badges are collected
Expert Badge	Buy for 2,000 coins	After the battle against the Elite Trio in Dreamy Driftwood Shore
Bronze Badge	Acquired at the beginning of Dozing Sands	—
Silver Badge	Buy for 1,500 coins	The Dozing Sands badges are collected
Gold Badge	Buy for 5,000 coins	After the battle against the Elite Trio in Dreamy Driftwood Shore

Luigi’s Badges

Badge Name	How to Acquire	Available in Badge Shop After:
Mush Badge	Acquired from Pi’illo Castle before the Smoldergeist battle	—
Strike Badge	Buy for 200 coins	The Dozing Sands badges are collected
Guard Badge	Acquired at the beginning of Dozing Sands	—
Virus Badge	Buy for 400 coins	The Dozing Sands badges are collected
Risk Badge	Buy for 600 coins	The Dozing Sands badges are collected
Miracle Badge	Buy for 2,000 coins	After the battle against the Elite Trio in Dreamy Driftwood Shore

Badge Combos

Luigi Badge	Mario Badge	Effect
Mush Badge	Starter Badge	Restores 30% of each brother’s HP.
Mush Badge	Master Badge	Restores 50% of each brother’s HP.
Mush Badge	Expert Badge	Restores 80% of each brother’s HP. Revives KO’d brothers and cures bad status effects.
Mush Badge	Bronze Badge	Restores 30% of each brother’s BP.
Mush Badge	Silver Badge	Restores 50% of each brother’s BP.
Mush Badge	Gold Badge	Restores 80% of each brother’s BP.
Strike Badge	Starter Badge	Hits one enemy for 30 damage.
Strike Badge	Master Badge	Hits one enemy for 80 damage.
Strike Badge	Expert Badge	Hits one enemy for 160 damage.
Strike Badge	Bronze Badge	Hits all enemies for 20 damage.
Strike Badge	Silver Badge	Hits all enemies for 50 damage.
Strike Badge	Gold Badge	Hits all enemies for 100 damage.
Guard Badge	Starter Badge	Forms a barrier that reduces damage to zero for 3 attacks.
Guard Badge	Master Badge	Forms a barrier that reduces damage to zero for 6 attacks.
Guard Badge	Expert Badge	For 3 turns, prevents HP from hitting zero, making the user impossible to KO.
Guard Badge	Bronze Badge	Temporarily increases DEF and reduces damage dealt by enemies.
Guard Badge	Silver Badge	Increases how much your Badge Meter charges during battle.
Guard Badge	Gold Badge	Temporarily increases your POW, letting you deal more damage to foes.
Virus Badge	Starter Badge	Temporarily decreases enemies’ POW, making them deal less damage.
Virus Badge	Master Badge	Temporarily decreases enemies’ DEF, making them take more damage.
Virus Badge	Expert Badge	Makes all foes dizzy. (Does not work on some foes.)
Virus Badge	Bronze Badge	Removes all status effects from all enemies.
Virus Badge	Silver Badge	Might turn any foe into a Mushroom of a type dependent on coin count.
Virus Badge	Gold Badge	Temporarily increases the power of Lucky Hits.
Risk Badge	Starter Badge	Either fully recovers Mario’s and Luigi’s HP…or drops them to 1.
Risk Badge	Master Badge	Either fully charges the Badge Meter...or resets it.
Risk Badge	Expert Badge	Gives everyone a 50% chance of taking enough damage to drop to 0 HP.
Risk Badge	Bronze Badge	Gives everyone a random status effect.
Risk Badge	Silver Badger	Temporarily increases everyone’s POW, upping damage dealt and received.
Risk Badge	Gold Badge	Damages everyone.
Miracle Badge	Starter Badge	Produces more coins from enemies.
Miracle Badge	Master Badge	Produces more EXP from enemies.
Miracle Badge	Expert Badge	Randomly copies one of the effects of an item in your inventory.
Miracle Badge	Bronze Badge	Temporarily increases the chances of Lucky Hits.
Miracle Badge	Silver Badge	Reverts your status to the prior turn. Returns used items, canceling effects.
Miracle Badge	Gold Badge	Stops time for a moment so that all enemies will be unable to move.

Items

Items

Most items are sold at shops, scattered across Pi'illo Island. But not all items are immediately available for purchase. There are three shop updates that occur at different points during the game. Here's a breakdown of when each update occurs:

- Shop Update 1: occurs after reaching Dozing Sands
- Shop Update 2: occurs after reaching Driftwood Shore
- Shop Update 3: occurs after reaching Somnom Woods

Item List

Item Name	Cost	Description	Shop Availability
Mushroom	10	Restores 30 HP.	Original Inventory
Super Mushroom	30	Restores 60 HP.	Shop Update 1
Ultra Mushroom	90	Restores 100 HP.	Shop Update 2
Max Mushroom	270	Restores 160 HP.	Shop Update 3
1-Up Mushroom	50	Revives a fallen brother with half of his HP.	Original Inventory
1-Up Deluxe	300	Revives a fallen brother with full HP.	Shop Update 2
Nut	25	Restores 15 HP to both Mario and Luigi.	Original Inventory
Super Nut	75	Restores 30 HP to both Mario and Luigi.	Shop Update 1
Ultra Nut	225	Restores 50 HP to both Mario and Luigi.	Shop Update 2
Max Nut	675	Restores 80 HP to both Mario and Luigi.	Shop Update 3
Syrup Jar	20	Restores 20 BP.	Original Inventory
Supersyrup Jar	60	Restores 40 BP.	Shop Update 1
Ultrasyrup Jar	180	Restores 60 BP.	Shop Update 2
Max Syrup Jar	540	Restores 80 BP.	Shop Update 3
Candy	25	Restores HP and BP a bit.	Original Inventory
Super Candy	—	Restores a decent amount of HP and BP.	—
Ultra Candy	—	Restores a solid chunk of both HP and BP.	—
Max Candy	—	Completely restores both HP and BP.	—
Refreshing Herb	30	Cures effects like BURN, DIZZY, TRIP, and MINI.	Shop Update 1
Taunt Ball	10	Enrages an enemy in the background.	Shop Update 2
Shock Bomb	50	Makes all enemies dizzy…maybe?	Shop Update 1
Boo Biscuit	5	Grants damage immunity and helps dodge training.	Shop Update 1
Secret Box	150	Does…who knows what? Use one and find out.	Original Inventory

Gear

Boots

Name	POW	Description	Where to Obtain
Action Boots	60	Hurts you if you don't get Excellents. (Hurts Mario if Dreamy Luigi wears them.)	S Rank on Dropchopper Minigame
Anti-air Boots	42	Deals 150% damage to flying enemies.	Drops from Goomba
Anti-air Boots DX	90	Deals 150% damage to flying enemies.	Drops from Pi'illodium (100%)
Bare Boots	12	Increases your striking power if you have no wear equipped.	Drops from Caccac (4%)
Bare Boots DX	90	Increases your striking power if you have no wear equipped.	S Rank on Bomb Derby Minigame
Birthday Boots	30	Increases your striking power by 400% on your day of birth. Happy birthday!	Expert Challenge Reward: 450
Bros. Boots	48	Restores some BP whenever you deal damage.	Driftwood Shore Silver Shop (820 coins)
Celebrity Boots	72	—	Dozing Sands Shop (2,000 coins)
Coin Boots	24	Increases the amount of coins a foe will drop each time you damage it.	Drops from Torkscrew (100%)
Coin Boots DX	60	Increases the amount of coins an enemy will drop each time you do damage.	S Rank on Luiginary Ball Minigame
Crystal Boots	120	May break during use.	Dreamy Neo Bowser Castle Shop (1,200 coins)
Dark Boots	120	Hurts you when you attack foes. (Hurts Mario if Dreamy Luigi wears them.)	L Block - Dreamy Neo Bowser Castle (Dream World C, Area E)
Discount Boots	6	—	Mushrise Park Shop (100 coins)
Elite Boots	42	—	Driftwood Shore Silver Shop (680 coins)
Excellent Boots	110	Hurts you if you don't get Excellents. (Hurts Mario if Dreamy Luigi wears them.)	S Rank on all Dream World Minigames
EXP Boots	33	Increases the amount of EXP a foe will give the brothers each time you damage it.	? Block - Mount Pajamaja Area 16
EXP Boots DX	72	Increases the amount of EXP a foe will give the brothers each time you damage it.	L Block - Dreamy Somnom Woods (Dream World G, Area E)
Expert Boots	5	Increases your striking power based on your Expert Challenge success rate.	Expert Challenge Reward: 20
Farmer Boots	90	Makes defeated enemies occasionally drop beans instead of coins.	Drops from Flaming Antasmaton (1%)
Glass Boots	80	May break during use.	Dreamy Driftwood Sands Shop (640 coins)
Heart Boots	36	Restores some of your HP whenever you deal damage.	Mount Pajamaja Shop (670 coins)
Hiking Boots	33	Increases power based on the steps on your pedometer (check the Home menu).	? Block - Dreamy Mount Pajamaja (Dream World C, Area C)
Iron Ball Boots	18	Occasionally drops a massive iron ball on a damaged foe for more damage!	? Block - Dozing Sands Area 12
Iron Ball Boots DX	60	Occasionally drops a massive iron ball on a damaged foe for more damage!	L Block - Mount Pajamaja Area 30
Knockout Boots	36	Increases your striking power with every enemy you defeat in battle.	Drops from Big Massif (100%)
Master Boots	100	Lets you jump three times when you use a solo jump!	Driftwood Shore Gold Shop (12,800 coins)
MINI Boots	90	Makes all attacks Lucky Hits if your status is MINI.	Drops from Gold Beanie
Picnic Boots	12	—	Mushrise Park Shop (190 coins)
Run-down Boots	2	—	Pi'illo Castle Shop (30 coins)
Singular Boots	54	—	Driftwood Shore Silver Shop (1,280 coins)
Snare Boots	24	Sometimes ends the turn of damaged enemies.	Drops from Giant Robo-Drilldigger (100%)
So-so Boots	9	—	? Block - Mushrise Park Area 4
Star Boots	90	Restores some HP whenever you deal damage.	Neo Bowser Castle Shop (2,880 coins)
Steady Boots	18	—	Wakeport Shop (480 coins)
Super Boots	30	—	Mount Pajamaja Shop (560 coins)

Hammers

Name	POW	Description	Where to Obtain
Action Hammer	48	Hurts you if you don't get Excellents. (Hurts Mario if Dreamy Luigi wields it.)	Drops from Sergeant Guy (100%)
Bare Hammer	12	Increases your striking power if you have no wear equipped.	Pi'illos Saved: 5
Bare Hammer DX	90	Increases your striking power if you have no wear equipped.	Drops from Eyepi'illo (2%)
Blunt Hammer	42	Deals 150% damage to enemies with thorns, spikes, or other pointy bits.	Drops from Lakitu (3%)
Blunt Hammer DX	90	Deals 150% damage to enemies with thorns, spikes, or other pointy bits.	S Rank on Luiginary Flame Minigame
Celebrity Hammer	72	—	Dozing Sands Shop (2,000 coins)
Challenge Hammer (Expert Hammer)	5	Increases your striking power based on your Expert Challenge success rate.	Expert Challenge Reward: 300
Crystal Hammer	120	May break during use.	Dreamy Neo Bowser Castle Shop (1,200 coins)
Dark Hammer	120	Also hurts you when you attack foes. (Hurts Mario if Dreamy Luigi wields it.)	Drops from Antasma (100%)
Discount Hammer	6	—	Mushrise Shop (100 coins)
DoB Hammer (Birthday Hammer)	30	Increases your striking power by 400% on your day of birth. Happy birthday!	Pi'illos Saved: 7
Elite Hammer	42	—	Driftwood Shore Silver Shop (680 coins)
Excellent Hammer	110	Hurts you if you don't get Excellents. (Hurts Mario if Dreamy Luigi wields it.)	Drops from Giant Bowser Battle (100%)
Fighter Hammer	24	Sometimes ends the turn of damaged enemies.	Wakeport Gear Shop (580 coins)
Flame Hammer	36	Possibly will burn struck enemies.	S Rank on Fire Flower Minigame
Flame Hammer DX	72	Possibly will burn struck enemies.	Drops from Spritzbloom (3%), ? Block - Dreamy Somnom Woods (Dream World K, Area A)
Glass Hammer	80	May break during use.	L Block - Mushrise Park Area 14, Dreamy Driftwood Sands Shop (640 coins)
Golden Hammer	10	Increases your striking power based on the number of coins you have.	Expert Challenge Reward: 600
Iron Ball Hammer	18	Occasionally drops a massive iron ball on a damaged foe for more damage!	Drops from Bowser in Dream's Deep (100%)
Iron Ball Hammer DX	60	Occasionally drops a massive iron ball on a damaged foe for more damage!	Drops from Shy Guy Airtub (20%)
Knockout Hammer	36	Increases your striking power with every enemy you defeat in a battle.	Drops from Dark Block (3%), L Block - Mount Pajamaja Area 21
Master Hammer	90	Lets you strike twice with the solo-hammer attack!	Driftwood Shore Gold Shop (12,800 coins)
MINI Hammer	90	Makes all of your attacks Lucky Hits if your status is MINI.	Drops from Gold Beanie
Picnic Hammer	12	—	Dozing Sands Shop (190 coins)
Run-down Hammer	2	—	Pi'illo Castle Shop (30 coins)
Sap Hammer	24	Possibly lowers the POW of struck enemies.	Wakeport Item Quest
Sap Hammer DX	60	Possibly will reduce the POW of struck enemies.	S Rank on Luiginary Stack Minigame
Singular Hammer	54	—	Driftwood Shore Silver Shop (1,280 coins)
Soft Hammer	30	Possibly lowers the DEF of struck enemies.	Drops from Pi'illodactyl (20%)
Soft Hammer DX	90	Possibly will lower the DEF of struck enemies.	Drops from Shy Guy Airtub R (5%)
So-so Hammer	9	—	Drops from Flibbee (2%)
Spin Hammer	48	Possibly will make struck enemies dizzy.	Driftwood Shore Silver Shop (820 coins)
Star Hammer	90	Makes struck enemies possibly lose their attack turns.	Neo Bowser Castle Shop (2,880 coins)
Steady Hammer	18	—	Dozing Sands Shop (480 coins)
Super Hammer	30	—	Mount Pajamaja Shop (560 coins)

Wear

Name	HP	BP	POW	DEF	SPEED	STACHE	Description	Where to Obtain
Angel Wear	30	20	—	84	—	—	Doubles your DEF when you have low HP.	? Block - Neo Bowser Castle 3F, Area 6
Balm Wear	20	—	—	45	—	—	—	Driftwood Shore Silver Shop (510 coins)
Birthday Wear	—	—	—	30	—	—	Increases your DEF by 400% on the day of your birth. Happy birthday!	L Block - Dreamy Wakeport (Dream World B, Area K)
Bros. Wear	—	10	—	60	—	—	Restores 1 BP whenever you take damage.	Drops from Fly Guy R (2%), ? Block - Mount Pajamaja Area 29
Charge Wear	—	—	—	33	—	—	Charges your Badge Meter whenever you take damage.	? Block - Dreamy Wakeport (Dream World A, Area P)
Counter Wear	—	—	—	48	—	—	Sometimes lets you deal equal damage to an enemy that damages you.	Drops from Corporal Paraplonk (100%)
Cozy Wear	—	—	—	18	—	—	Increases your DEF whenever you take damage.	Mushrise Park Shop (90 coins)
Energy Wear	—	—	30	72	—	—	Charges your Badge Meter whenever you take damage.	Drops from Zeekeeper Giant Battle
Expert Wear	—	—	—	5	—	—	Increases your DEF based on your Expert Challenge success rate.	Expert Challenge Reward: 90
Fancy Wear	—	—	—	54	—	20	—	Driftwood Shore Silver Shop (960 coins)
Fighter Wear	—	—	20	30	-20	—	—	Mount Pajamaja Shop (420 coins)
Golden Wear	—	—	—	10	—	—	Increases your DEF based on the number of coins you have.	Pi'illo Reward: 26
Heart Wear	30	—	—	69	—	—	Doubles your defense when you have low HP.	Drops from Boomerang Bros. (2%)
Hero Wear	—	—	30	72	30	—	KOs you in three turns.	Dreamy Driftwood Shore Shop (480 coins)
Ironclad Wear	—	—	—	78	—	—	Increases your DEF whenever you take damage.	Neo Bowser Castle Shop (2,160 coins)
King Wear	—	—	30	84	—	30	Sometimes lets you deal equal damage to an enemy that damages you.	Driftwood Shore Gold Shop (5,760 coins)
Koopa Troopa Wear	—	—	—	42	—	—	Increases your DEF whenever you take damage.	L Block - Dreamy Mount Pajamaja (Dream World E, Area K)
Legendary Wear	—	—	50	120	50	50	KOs you in 2 turns.	Drops from Antasman (1%)
Master Wear	—	30	—	84	—	—	Restores 2 BP whenever you take damage.	S Rank on all Real World Minigames
Metal Wear	—	—	—	72	-40	—	—	Dozing Sands Shop (1,500 coins)
Payback Wear	—	—	—	24	—	—	Sometimes lets you deal equal damage to an enemy that damages you.	? Block - Dreamy Dozing Sands (Dream World F, Area G)
Picnic Wear	—	—	—	9	—	—	—	Mushrise Park Shop (70 coins)
Rally Wear	—	—	—	30	—	—	Restores 1 BP whenever you take damage.	Wakeport Item Quest
Safety Wear	—	—	—	51	—	—	Doubles your DEF when you have low HP.	? Block - Driftwood Shore Area 3
Singular Wear	—	—	—	27	—	—	—	Dozing Sands Shop (360 coins)
Snare Wear	—	—	30	42	30	—	—	? Block - Somnom Woods Area 19
So-so Wear	—	—	—	21	—	—	—	Mushrise Park Shop (140 coins)
Star Wear	20	10	20	75	—	20	—	Neo Bowser Castle Shop (1,800 coins)
Super Wear	—	—	—	36	—	—	—	Wakeport Gear Shop (420 coins)
Thin Wear	—	—	—	3	—	—	—	Pi'illo Castle Gear Shop (20 coins)

Gloves

Name	HP	BP	POW	DEF	SPEED	STACHE	Description	Where to Obtain
1-Up Gloves	—	—	—	—	—	—	Automatically uses a 1-Up Mushroom if one of the brothers gets KO'd.	Drops from Mammoshka (50%)
Bottomless Gloves	—	—	—	—	—	—	Lets you use items without removing them from your inventory.	Driftwood Shore Gold Shop (16,000 coins)
BP Gloves	—	20%	—	—	—	—	Increases your max BP by 20%.	Wakeport Gear Shop (290 coins)
BP Gloves DX	—	30%	—	—	—	—	Increases your max BP by 30%.	Driftwood Shore Silver Shop (770 coins)
Charge Gloves	—	—	—	—	—	—	Increases the amount your Badge Meter fills after attacks.	Dozing Sands Shop (120 coins)
Charge Gloves DX	—	—	—	—	—	—	Increases the amount your Badge Meter fills after attacks.	Drops from Earthwake Giant Battle (100%)
Coin Bros. Gloves	—	—	—	—	—	—	Drops 20% more coins if you defeat an enemy with a Bros./Luiginary Attack.	L Block - Dreamy Mushrise Park (Dream World A), Dozing Sands Shop (100 coins)
Coin Bros. Gloves DX	—	—	—	—	—	—	Drops 40% more coins if you defeat an enemy with a Bros./Luiginary Attack.	Drops from Popple (100%)
EXP Bro Gloves	—	—	—	—	—	—	Drops 20% more EXP if you defeat an enemy with a Bros./Luiginary Attack.	Mount Pajamaja Shop (240 coins)
EXP Bro Gloves DX	—	—	—	—	—	—	Gives you 40% more EXP if you defeat an enemy with a Bros./Luiginary Attack.	Mad Skillathon: Slingsniper
Gift Gloves	—	—	—	—	—	—	Boosts the chance of a gift dropping when you defeat an enemy.	Dozing Sands Shop (120 coins)
Gift Gloves DX	—	—	—	—	—	—	Boosts the chance of a gift dropping when you defeat an enemy.	Drops from Bandit (2%)
HP Gloves	0	—	—	—	—	—	Increases your max HP by 20%	Wakeport Gear Shop (240 coins)
HP Gloves DX	0	—	—	—	—	—	Increases your max HP by 30%	Driftwood Shore Silver Shop (640 coins)
Lucky Gloves	—	—	—	—	—	—	Boosts your chances of Lucky Hits.	Driftwood Shore Silver Shop (340 coins)
Lucky Gloves DX	—	—	—	—	—	—	Boosts your chances of Lucky Hits.	Pi'illos Saved: 11, S Rank on Luiginary Wall Minigame
Master Gloves	—	—	—	—	—	—	Gives back the BP you used if your Bros./Luiginary Attack gets an Excellent.	Expert Challenge Reward: 800
Metal Gloves	—	—	—	25	—	—	—	Drops from Mount Pajamaja Giant Battle (100%)
MINI Gloves	—	—	—	—	—	—	Boosts your POW to 400% of normal when your status is MINI.	Drops from Gold Beanie
Mushroom Gloves	—	—	—	—	—	—	Automatically uses a Mushroom if your HP gets low.	Drops from Kamek (100%)
Perfect Bro Gloves	—	—	—	—	—	—	Makes Bros./Luiginary Attacks cost 0 BP as long as you remain undamaged.	S Rank on Star Rocket Minigame
Perfect POW Gloves	—	—	—	—	—	—	Increases POW by 30% as long as you haven't taken damage.	Expert Challenge Reward: 140
POW Gloves	—	—	20%	—	—	—	Increases your POW by 20%	Pi'illos Saved: 11
POW Gloves DX	—	—	30%	—	—	—	Increases your POW by 30%	Drops from Pi'illodactyl R (5%), Pi'illos Saved: 37
Rookie Gloves	—	—	—	—	—	—	Gives back the BP you used if your Bros./Luiginary Attack gets a Great or less.	Drops Krubbish (5%), M Block - Dreamy Driftwood Shore (Dream World F, Area A)
Shell Gloves	—	—	—	15	—	—	—	Dozing Sands Shop (100 coins)
Speed Gloves	—	—	—	—	20%	—	Increases your Speed by 20%	Wakeport Gear Shop (120 coins)
Stache Gloves	—	—	—	—	—	20%	Increases your Stache by 20%	Driftwood Shore Silver Shop (240 coins)
Strike Gloves	—	—	—	—	—	—	Makes you deal 150% damage if you start battles with a pre-emptive strike.	S Rank on Bye-Bye Cannon Minigame
Thick Gloves	—	—	—	5	—	—	—	Mushrise Park Shop (20 coins)

Accessories

Name	HP	BP	POW	DEF	SPEED	STACHE	Description	Where to Obtain
Angel Bangle	—	—	—	—	—	—	Restores 20 HP and 10 BP per attack turn.	Driftwood Shore Gold Shop (16,000 coins)
Birthday Ring	—	—	—	—	—	—	Increases the chances of Lucky Hits on your day of birth. Happy birthday!	Pi'illos Saved: 18
BP Bangle	—	—	—	—	—	—	Restores 1 BP per attack turn.	Driftwood Shore Silver Shop (1,530 coins)
BP Bangle DX	—	—	—	—	—	—	Restores 2 BP per attack turn.	Dozing Sands Shop (4,500 coins)
BP Knockout Bangle	—	—	—	—	—	—	Restores 1 BP for every enemy you defeat.	Expert Challenge Reward: 200
BP Scarf	—	20%	—	—	—	—	Increases max BP by 20%.	Driftwood Shore Silver Shop (1,260 coins)
BP Scarf DX	—	30%	—	—	—	—	Increases max BP by 30%.	Dozing Sands Shop (4,500 coins)
Bros. Ring	—	—	—	—	—	—	Reduces BP consumption by 50%.	? Block - Dozing Sands Area 21
Counter Belt	—	—	—	—	—	—	Greatly boosts your POW whenever your brother gets KO'd.	? Block - Wakeport Area 4
DEF Mush Jam	—	—	—	—	—	—	Temporarily gives you a DEF Up status effect when you eat a Mushroom.	? Block - Dozing Sands Area 5
Duplex Crown	—	—	—	—	—	—	Lets you move twice in a single turn.	Expert Challenge Reward: 1000
Gold Statue	—	—	10	10	10	10	Lacking any real purpose, can be sold at shops for a good price.	? Block - Neo Bowser Castle 2F Area 6
Guard Shell	—	—	—	—	—	—	Negates damage taken 3 times over the course of a battle.	Dozing Sands Shop (360 coins)
Guard Shell DX	—	—	—	—	—	—	Negates damage taken 6 times over the course of a battle.	Dreamy Driftwood Shore Shop (2,400 coins)
Healthy Ring	—	—	—	—	—	—	Completely protects you from all status effects.	Driftwood Shore Silver Shop (1,280 coins)
HP Bangle	—	—	—	—	—	—	Restores 10 HP per attack turn.	Wakeport Gear Shop (900 coins)
HP Bangle DX	—	—	—	—	—	—	Restores 20 HP per attack turn.	Dreamy Driftwood Shore Shop (2,400 coins)
HP Knockout Bangle	—	—	—	—	—	—	Restores 2 HP for every enemy you defeat.	Wakeport Gear Shop (900 coins)
HP Scarf	20%	—	—	—	—	—	Increases max HP by 20%.	Driftwood Shore Silver Shop (1,050 coins)
HP Scarf DX	30%	—	—	—	—	—	Increases max HP by 30%.	Dozing Sands Shop (3,750 coins)
Mushroom Amulet	—	—	—	—	—	—	Throws a Mushroom away to compensate for damage taken.	Drops from Fly Guy (1%)
POW Mush Jam	—	—	—	—	—	—	Temporarily gives you a POW Up status effect when you eat a Mushroom.	Drops from R/B/Y Virus (1%)
POW Scarf	—	—	20%	—	—	—	Increases POW by 20%.	Expert Challenge Reward: 50
POW Scarf DX	—	—	30%	—	—	—	Increases POW by 30%.	Drops from Chain Chomp (1%), ? Block - Neo Bowser Castle 3F, Area 2
Rally Belt	—	—	—	—	—	—	Boosts POW whenever you take damage from enemies.	S Rank on 3D Green Shell Minigame
Silver Statue	—	—	5	5	5	5	Lacking any real purpose, can be sold at shops for a good price.	M Block - Mount Pajamaja Area 11
Speed Scarf	—	—	—	—	—	20%	Increases SPEED by 20%.	Driftwood Shore Silver Shop (530 coins)
Stache Scarf	—	—	—	—	—	20%	Increases STACHE by 20%.	Driftwood Shore Silver Shop (1,050 coins)

Gear Shop Prices

Pi'illo Castle Shop

Gear	Coins
Run-down Boots	30
Discount Boots	100
Picnic Boots	190
Run-down Hammer	30
Discount Hammer	100
Picnic Hammer	190
Thin Wear	20
Picnic Wear	70
So-so Wear	140

Mushrise Park Shop

Gear	Coins
Discount Boots	100
Picnic Boots	190
Celebrity Boots	2000
Discount Hammer	100
Picnic Hammer	190
Celebrity Hammer	2000
Picnic Wear	70
Cosy Wear	90
So-so Wear	140
Metal Wear	1500
Thick Gloves	20
HP Scarf DX	3750
BP Scarf DX	4500
BP Bangle DX	4500

Dreamy Mushrise Park Shop

Gear	Coins
Discount Boots	100
Picnic Boots	190
Discount Boots	100
Picnic Hammer	190
Picnic Wear	70
Cosy Wear	90
So-so Wear	140
Thick Gloves	20

Dozing Sands Shop

Gear	Coins
Picnic Boots	190
Steady Boots	480
Celebrity Boots	2000
Picnic Hammer	190
Steady Hammer	480
Celebrity Hammer	2000
So-so Wear	140
Singular Wear	360
Metal Wear	1500
Shell Gloves	100
Gift Gloves	120
Charge Gloves	120
Coin Bros. Gloves	100
HP Scarf DX	3750
BP Scarf DX	4500
BP Bangle DX	4500
Guard Shell	360

Dreamy Dozing Sands Shop

Gear	Coins
Picnic Boots	190
Trusty Boots	480
Picnic Hammer	190
Steady Hammer	480
So-so Wear	140
Singular Wear	360
Shell Gloves	100
Gift Gloves	120
Charge Gloves	120
Coin Bros. Gloves	100
Guard Shell	360

Wakeport Shop

Gear	Coins
Steady Boots	480
Super Boots	560
Steady Hammer	480
Fighter Hammer	580
Singular Wear	360
Super Wear	420
HP Gloves	240
BP Gloves	290
Speed Gloves	120
Stache Gloves	240
HP Bangle	900
HP Knockout Bangle	900

Dreamy Wakeport Shop

Gear	Coins
Steady Boots	480
Super Boots	560
Steady Hammer	480
Fighter Hammer	580
Singular Wear	360
Super Wear	420
HP Gloves	240
BP Gloves	290
Speed Gloves	120
Stache Gloves	240
HP Bangle	900
HP Knockout Bangle	900

Mount Pajamaja Shop

Gear	Coins
Super Boots	560
Heart Boots	670
Fighter Hammer	580
Super Hammer	560
Super Wear	420
Fighter Wear	420
EXP Bro Gloves	240
HP Scarf	1050
BP Scarf	1260
Speed Scarf	530
Stache Scarf	1050

Dreamy Mount Pajamaja Shop

Gear	Coins
Super Boots	560
Heart Boots	670
Fighter Hammer	580
Super Hammer	560
Super Wear	420
Fighter Wear	420
EXP Bro Gloves	240
HP Scarf	1050
BP Scarf	1260
Speed Scarf	530
Stache Scarf	1050

Driftwood Shore Silver Shop

Gear	Coins
Elite Boots	680
Bros Boots	820
Singular Boots	1280
Elite Hammer	680
Spin Hammer	820
Singular Hammer	1280
Balm Wear	510
Fancy Wear	960
HP Gloves DX	640
BP Gloves DX	770
Lucky Gloves	340
HP Scarf	1050
BP Scarf	1260
Speed Scarf	530
Stache Scarf	1050
BP Bangle	1530
Healthy Ring	1280

Driftwood Shore Gold Shop

Gear	Coins
Master Boots	12800
Master Hammer	12800
King Wear	5760
Bottomless Gloves	16000
Angel Bangle	16000

Dreamy Driftwood Shore Shop

Gear	Coins
Glass Boots	640
Glass Hammer	640
Hero Wear	480
HP Bangle DX	2400
Guard Shell DX	2400

Neo Bowser Castle Shop

Gear	Coins
Star Boots	2880
Star Hammer	2880
Star Wear	1800
Ironclad Wear	2160

Dreamy Neo Bowser Castle Shop

Gear	Coins
Star Boots	2880
Crystal Boots	1200
Star Hammer	2880
Crystal Hammer	1200
Star Wear	1800
Ironclad Wear	2160
King Wear	5760

Enemies

Enemies

Enemy Stats

Name	Location	LVL	HP	POW	DEF	SPD	EXP	Coins	% Rate	Normal Loot	% Rate	Rare Loot	% Rate
Gromba	Pi’illo Blimport, Pi’illo Castle	2	8	27	12	15	3	10	1	Mushroom	10	1-Up Mushroom	4
Smoldergeist	Pi’illo Castle	3	12	34	30	999	5	10	100	None	0%	Cozy Wear	20
Dromba	Dreamy Pi’illo Castle	3	6	31	18	19	1	1	50	Mushroom	2	Discount Boots	1
Storch	Dreamy Pi’illo Castle	3	14	50	30	23	4	3	100	Super Mushroom	5	None	0%
Bloatula	Pi’illo Castle	4	12	38	34	18	5	4	100	Nut	4	Secret Box	2
Dreamy Mario	Dreamy Pi’illo Castle	5	96	30	30	19	75	45	100	None	0%	So-so Boots	100
Capnap	Mushrise Park	5	16	40	38	23	15	5	100	Mushroom	5	Candy	2
Thorb	Mushrise Park	5	12	36	46	28	16	6	100	Nut	5	None	0
Flibbee	Mushrise Park	6	36	41	36	31	17	7	100	Syrup Jar	10	So-so Hammer	2
Grobot	Mushrise Park	7	288	58	54	26	250	75	100	None	0	So-so Hammer	100
Dreamcap	Dreamy Mushrise Park	7	18	40	32	34	1	1	20	None	0	None	0
Dreamcap Captain	Dreamy Mushrise Park	7	26	40	40	35	6	7	100	Syrup Jar	10	Super Mushroom	2
Propellion	Dreamy Mushrise Park	8	42	56	46	22	8	8	100	Candy	10	None	0
Antasma (Bat State)	Dream’s Deep	9	6	59	43	1	0	0	0	Syrup Jar	3	None	0
Bowser	Dream’s Deep	9	233	70	56	23	300	150	100	None	0	Iron Ball Hammer	100
Flounderflage	Dozing Sands	9	28	39	51	43	24	8	100	Super Nut	6	Shock Bomb	5
Sandoon	Dozing Sands	10	52	50	53	32	30	12	100	Super Mushroom	4	None	0
Caccac	Dozing Sands	11	74	60	77	23	32	16	100	Super Candy	10	Bare Boots	4
Torkscrew	Dozing Sands	13	656	101	97	34	500	250	100	None	0	Coin Boots	100
Dreamy Sandoon	Dreamy Dozing Sands	11	38	41	42	30	5	2	100	Super Mushroom	1	Boo Biscuit	1
Lob-omb	Dreamy Dozing Sands	11	42	64	70	42	10	14	100	Supersyrup Jar	5	Thick Gloves	3
Skipdrill	Dreamy Dozing Sands	12	22	55	55	53	7	3	100	Super Candy	1	Secret Box	1
Hermite Crab	Wakeport	13	40	62	65	52	55	16	100	Super Nut	5	HP Bangle	3
Cocoknight	Dreamy Wakeport	13	42	45	58	52	10	3	100	Super Mushroom	1	EXP Bro Gloves	1
Ticksquawk	Dreamy Wakeport	14	90	76	75	37	20	18	100	Supersyrup Jar	5	None	0
Hooraw	Dreamy Wakeport	14	28	1	49	1	0	5	20	None	0	None	0
Heavy Zest	Dreamy Wakeport	14	282	113	80	60	200	50	100	Super Candy	30	HP Knockout Bangle	5
Thunder Sass	Dreamy Wakeport	14	140	176	53	138	200	50	100	Super Candy	30	HP Knockout Bangle	5
Sorrow Fist	Dreamy Wakeport	14	395	139	75	115	200	50	100	Super Candy	30	HP Knockout Bangle	5
Beef Cloud	Dreamy Wakeport	14	357	1	105	1	200	50	100	Super Candy	30	HP Knockout Bangle	5
Big Massif	Dreamy Wakeport	16	864	140	103	61	800	250	100	None	0	Knockout Boots	100
Monolift	Mount Pajamaja	16	120	77	86	43	85	20	100	Taunt Ball	8	Ultra Nut	2
Flibbee R	Mount Pajamaja	17	142	101	82	66	75	26	100	Supersyrup Jar	5	None	0
Grumbell	Mount Pajamaja	18	88	100	127	75	90	24	100	Refreshing Herb	5	POW Gloves	2
Pi’illodactyl	Mount Pajamaja	22	318	192	197	57	200	180	100	Ultra Candy	80	Soft Hammer	20
Block Monolift	Mount Pajamaja	16	1	1	86	1	0	0	0	None	0	None	0
Mammoshka	Mount Pajamaja	20	918	187	171	48	1100	350	100	None	0	1-Up Gloves	50
Chizzle	Dreamy Mount Pajamaja	17	44	101	127	50	12	3	100	Ultra Mushroom	1	Fighter Wear	1
Magmad/Icead	Dreamy Mount Pajamaja	18	125	137	98	70	50	20	100	Super Candy	5	Secret Box	1
Lob-omb R	Dreamy Mount Pajamaja	19	105	134	112	67	30	25	100	Ultrasyrup Jar	5	None	0
Fly Guy	Driftwood Shore	20	138	125	107	83	100	35	100	Super Mushroom	5	Mushroom Amulet	1
Goomba	Driftwood Shore	20	54	83	86	51	15	15	100	Boo Biscuit	10	None	0
Durapurl	Driftwood Shore	21	89	112	350	61	130	30	100	1-Up Deluxe	3	None	0
Spiny	Dreamy Driftwood Shore	20	31	125	139	70	21	4	100	Super Candy	1	None	0
Lakitu	Dreamy Driftwood Shore	20	60	120	102	83	45	25	100	Secret Box	10	Blunt Hammer	3
Nipper Plant	Dreamy Driftwood Shore	21	1	106	1	54	0	10	100	None	0	None	0
Piranha Plant	Dreamy Driftwood Shore	21	222	146	138	54	170	30	100	Ultra Mushroom	5	None	0
Dreamcap R	Dreamy Driftwood Shore	21	74	123	88	79	10	5	20	None	0	None	0
Dreamcap Captain R	Dreamy Driftwood Shore	22	116	132	115	85	30	30	100	Shock Bomb	5	None	0
Bloopurn	Dreamy Driftwood Shore	22	127	156	197	50	75	35	100	Ultrasyrup Jar	5	None	0
Sub-Goomba	Dreamy Driftwood Shore	22	80	120	105	57	0	5	20	Mushroom	2	None	0
Private Goomp	Dreamy Driftwood Shore	23	249	169	152	60	700	300	100	None	0	Mushroom	100
Sergeant Guy	Dreamy Driftwood Shore	23	581	189	166	75	700	5	100	None	0	Action Hammer	100
Corporal Paraplonk	Dreamy Driftwood Shore	23	415	176	193	120	700	200	100	None	0	Counter Wear	100
Sgt. Guy Cannon	Dreamy Driftwood Shore	23	1	189	1	66	0	0	0	None	0	None	0
Dark Block	Dream’s Deep	23	133	169	414	38	150	40	100	Ultra Candy	10	Knockout Hammer	3
Gold Beanie	Dreamy Pi’illo Castle, Dreamy Mushrise Park, Dreamy Dozing Sands, Dreamy Wakeport, Dreamy Mount Pajamaja, Dreamy Driftwood Shore, Dreamy Somnom Woods, Dreamy Neo Bowser Castle	30	517	315	950	125	4000	800	100	Random DX Bean or MINI Gear	100	None	0
R/B/Y Virus	Mushrise Park, Dozing Sands Wakeport, Mount Pajamaja, Driftwood Shore	24	106	168	230	71	30	6	100	Secret Box	5	POW Mush Jam	1
Monolift R	Mount Pajamaja	23	184	130	138	64	210	35	100	Refreshing Herb	10	None	0
Shy Guy Airtub	Mushrise Park, Dozing Sands, Mount Pajamaja, Driftwood Shore	27	123	245	83	110	250	240	100	Ultra Candy	80	Iron Ball Hammer DX	20
Shy Guy	Mushrise Park Dozing Sands Mount Pajamaja Driftwood Shore	24	35	84	130	63	15	20	100	Ultra Mushroom	5	None	0
Fly Guy R	Pi’illo Blimport, Mushrise Park, Driftwood Shore	23	149	156	138	98	190	35	100	Ultra Mushroom	5	Bros. Wear	2
Goomba R	Mushrise Park, Driftwood Shore	23	58	104	110	60	30	10	100	Boo Biscuit	10	None	0
Hermite Crab R	Driftwood Shore	23	81	143	124	90	220	30	100	Ultra Nut	5	None	0
Bandit	Dozing Sands	25	111	135	122	125	110	20	100	Taunt Ball	10	Gift Gloves DX	2
Popple	Wakeport	25	999	195	167	4	500	100	100	None	0	Coin Bros. Gloves DX	100
Wiggler	Wakeport	26	1485	256	188	0	1000	400	100	1-Up Deluxe	50	Max Candy	30
Krubbish	Dreamy Wakeport	25	83	180	152	58	160	45	100	Refreshing Herb	10	Rookie Gloves	5
Cocoknight R	Dreamy Wakeport	26	101	128	126	104	20	5	100	Ultrasyrup Jar	1	None	0
Beehoss	Somnom Woods	26	178	176	157	70	280	60	100	Ultrasyrup Jar	3	None	0
Boomerang Bro	Somnom Woods	27	135	193	141	83	160	30	100	Ultra Nut	3	Heart Wear	2
Commander Lakitu	Somnom Woods	27	1	1	133	83	100	20	100	None	0	Heart Wear	15
Bandit	Somnom Woods	27	123	158	133	138	100	0	100	None	0	None	0
Golden Egg	Somnom Woods	27	68	1	664	1	0	200	100	None	0	None	0
Eyepi’illo	Somnom Woods	28	138	247	277	105	290	50	100	Taunt Ball	5	Bare Hammer DX	2
Pi’illodactyl R	Somnom Woods	31	476	352	320	86	600	450	100	Max Candy	20	POW Gloves DX	5
Mini Pi’illoid	Somnom Woods	28	1	1	87	114	0	0	0	None	0	None	0
Wings (Pi’illodium)	Somnom Woods	30	172	1	333	94	0	0	0	None	0	None	0
Pi’illodium	Somnom Woods	30	1673	328	333	94	3600	600	100	None	0	Anti-air Boots DX	100
Pelicrump	Dreamy Somnom Woods	28	109	152	156	86	50	10	100	Ultra Candy	1	None	0
Spritzbloom	Dreamy Somnom Woods	28	200	228	208	57	160	60	100	Refreshing Herb	5	Flame Hammer DX	3
Skipdrill R	Dreamy Somnom Woods	29	66	220	146	130	35	6	100	Boo Biscuit	1	None	0
Inky Piranha Plant	Neo Bowser Castle	30	3	1	190	125	100	80	100	None	0	None	0
Fire Bro	Neo Bowser Castle	30	172	252	190	94	300	50	100	1-Up Deluxe	4	Crystal Boots	3
Flaming Antasmaton	Neo Bowser Castle	31	190	220	213	128	400	70	100	Ultrasyrup Jar	4	Farmer Boots	1
Chain Chomp	Neo Bowser Castle	34	245	300	275	104	50	80	100	Max Nut	8	POW Scarf DX	1
Walker Guy	Neo Bowser Castle	34	136	250	206	104	330	20	100	Max Mushroom	4	None	0
Shy Guy Airtub R	Neo Bowser Castle	35	178	364	119	144	500	160	100	Max Candy	20	Soft Hammer DX	5
Shy Guy R	Neo Bowser Castle	31	48	132	192	86	25	20	100	Max Mushroom	4	None	0
Mechakoopa	Dreamy Neo Bowser Castle	31	124	176	234	139	40	8	100	Max Candy	1	None	0
Spiny R	Dreamy Neo Bowser Castle	32	50	276	281	121	56	6	100	Max Mushroom	2	None	0
Lakitu R	Dreamy Neo Bowser Castle	32	97	265	205	143	120	60	100	Max Syrup Jar	4	None	0
Big Tail Goomba	Dreamy Neo Bowser Castle	33	260	300	269	80	200	85	100	Boo Biscuit	5	Crystal Hammer	3
Antasman	Dreamy Neo Bowser Castle	34	204	313	206	139	84	12	100	Secret Box	2	Legendary Wear	1
Kamek (First Battle)	Dreamy Neo Bowser Castle	31	1428	297	266	128	0	0	0	None	0	None	0
Kamek (Second Battle)	Dreamy Neo Bowser Castle	32	1743	311	270	132	0	0	0	None	0	None	0
Kamek (Green)	Dreamy Neo Bowser Castle	34	816	225	275	93	0	0	0	None	0	None	0
Kamek (Red)	Dreamy Neo Bowser Castle	34	544	313	275	46	0	0	0	None	0	None	0
Kamek (White)	Dreamy Neo Bowser Castle	34	626	188	275	70	0	0	0	None	0	None	0
Kamek (Third Battle)	Dreamy Neo Bowser Castle	34	1496	300	286	58	3000	500	100	None	0	Mushroom Gloves	100
Antasmunchie	Dreamy Neo Bowser Castle	34	90	275	344	70	0	0	0	Max Candy	2	None	0
Antasma	Dreamy Neo Bowser Castle	35	2435	416	284	168	7500	900	100	None	0	Dark Hammer	100
Dreamy Goomba	Neo Bowser Castle	34	95	125	137	116	0	0	0	None	0	None	0
Dreamy Shy Guy	Neo Bowser Castle	34	120	175	160	116	0	0	0	None	0	None	0
Dreamy Paratroopa	Neo Bowser Castle	34	54	150	206	116	0	0	0	None	0	None	0
Dreamy Bob-omb	Neo Bowser Castle	34	82	250	183	116	0	0	0	None	0	None	0
Shy Guy Airtub DX	Neo Bowser Castle	36	240	449	288	145	0	0	0	None	0	None	0
Right Arm (Dreamy Bowser)	Neo Bowser Castle	37	464	523	343	87	0	0	0	None	0	None	0
Left Arm (Dreamy Bowser)	Neo Bowser Castle	37	350	523	343	87	0	0	0	None	0	None	0
Dreamy Bowser	Neo Bowser Castle	37	2417	523	343	87	0	0	0	None	0	None	0
Grobot X	Battle Ring	17	1133	134	131	50	0	0	0	None	0	None	0
Antasma X (Bat State)	Battle Ring	19	19	144	104	1	0	0	0	None	0	None	0
Bowser X	Battle Ring	19	771	173	135	43	0	0	0	None	0	None	0
Torkscrew X	Battle Ring	23	1594	234	224	60	0	0	0	None	0	None	0
Hooraw X	Battle Ring	24	53	1	94	1	0	0	0	None	0	None	0
Big Massif X	Battle Ring	26	1901	291	226	104	0	0	0	None	0	None	0
Block Lifty X	Battle Ring	26	1	1	157	1	0	0	0	None	0	None	0
Mammoshka X	Battle Ring	30	1771	378	365	78	0	0	0	None	0	None	0
Sub-Goomba X	Battle Ring	32	149	230	207	88	0	0	0	None	0	None	0
Private Goomp X	Battle Ring	33	468	312	296	91	0	0	0	None	0	None	0
Sergeant Guy X	Battle Ring	33	1092	348	323	114	0	0	0	None	0	None	0
Corporal Paraplonk X	Battle Ring	33	780	324	376	182	0	0	0	None	0	None	0
Sgt. Guy Cannon X	Battle Ring	33	1	348	1	105	0	0	0	None	0	None	0
Mini Pi’illoid X	Battle Ring	38	86	1	124	151	0	0	0	None	0	None	0
Wings (Pi’illodium)	Battle Ring	40	282	1	538	117	0	0	0	None	0	None	0
Pi’illodium X	Battle Ring	40	2742	437	538	117	0	0	0	None	0	None	0
Antasmunchie X	Battle Ring	44	132	326	527	82	0	0	0	None	0	None	0
Antasma X	Battle Ring	45	3336	480	429	195	0	0	0	None	0	None	0
Monty Mole	Battle Ring	10	1	42	74	35	0	0	0	None	0	None	0
Junior Clown Car	Battle Ring	50	512	320	440	146	0	0	0	None	0	None	0
Bowser Jr.	Battle Ring	50	4099	512	528	175	0	0	0	None	0	None	0

Pi'illo Folk

Eldream's Rewards

Pi'illos Saved	Reward
5	Bare Hammer
7	Birthday Hammer
12	POW Gloves
18	Birthday Ring
26	Golden Wear
37	POW Gloves DX
52	Zee Egg (Bros. Attack)

Pi'illo Folk Locations

Region	Area	Dream World
Pi'illo Castle Underground	2	(D)
Pi'illo Castle Underground	2	(B)
Pi'illo Castle Underground	3	(C)
Mushrise Park	2	(B)
Mushrise Park	4	(C)
Mushrise Park	5	(E)
Mushrise Park	12	(D)
Mushrise Park	11	(A)
Dozing Sands	3	(H)
Dozing Sands	14	(J)
Dozing Sands	18	(L)
Dozing Sands	4	(A)
Dozing Sands	10	(K)
Dozing Sands	7	(B)
Dozing Sands	9	(I)
Dozing Sands	9	(C)
Dozing Sands	15	(E)
Dozing Sands	20	(M)
Dozing Sands	12	(D)
Wakeport	6	(D)
Wakeport	8	(E)
Wakeport	7	(C)
Wakeport	10	(F)
Wakeport	10	(G)
Wakeport	6C	(B)
Mount Pajamaja	2	(G)
Mount Pajamaja	3	(A)
Mount Pajamaja	3	(B)
Mount Pajamaja	5	(G)
Mount Pajamaja	5	(J)
Mount Pajamaja	6	(G)
Mount Pajamaja	9	(H)
Mount Pajamaja	11	(G)
Mount Pajamaja	12	(I)
Mount Pajamaja	16	(K)
Mount Pajamaja	17	(D)
Mount Pajamaja	17	(C)
Driftwood Shore	3	(E)
Driftwood Shore	6	(F)
Driftwood Shore	12	(G)
Somnom Woods	4	(L)
Somnom Woods	7	(I)
Somnom Woods	7	(A)
Somnom Woods	8	(H)
Somnom Woods	9	(B)
Somnom Woods	11	(C)
Somnom Woods	15	(J)
Somnom Woods	15	(K)
Somnom Woods	12	(D)
Somnom Woods	13	(E)
Somnom Woods	17	(F)
Neo Bowser Castle 1F	1	(F)

Misc. Challenges and Minigames

Kylie Koopa's Rewards (Wakeport)

Shot	Level	Reward
Pi'illo Blimport	1	100 Coins
Pi'illo Blimport	2	300 Coins
Pi'illo Blimport	3	Heart Bean DX
Pi'illo Castle	1	100 Coins
Pi'illo Castle	2	300 Coins
Pi'illo Castle	3	Bros. Bean DX
Mushrise Park	1	100 Coins
Mushrise Park	2	300 Coins
Mushrise Park	3	Power Bean DX
Dozing Sands	1	100 Coins
Dozing Sands	2	300 Coins
Dozing Sands	3	Defense Bean DX
Wakeport	1	100 Coins
Wakeport	2	300 Coins
Wakeport	3	Speed Bean DX
Mount Pajamaja	1	100 Coins
Mount Pajamaja	2	300 Coins
Mount Pajamaja	3	Stache Bean DX
Driftwood Shore	1	100 Coins
Driftwood Shore	2	300 Coins
Driftwood Shore	3	Heart Bean DX
Somnom Woods	1	100 Coins
Somnom Woods	2	300 Coins
Somnom Woods	3	Bros. Bean DX
Neo Bowser Castle	1	100 Coins
Neo Bowser Castle	2	300 Coins
Neo Bowser Castle	3	Power Bean DX

Event Stage Rewards (Wakeport)

Bros. Attack	B Rank	A Rank	S Rank
3D Green Shell	100 Coins	300 Coins	Rally Belt
Fire Flower	100 Coins	300 Coins	Flame Hammer
Bye-Bye Cannon	100 Coins	300 Coins	Strike Gloves
Dropchopper	100 Coins	300 Coins	Action Boots
Bomb Derby	100 Coins	300 Coins	Bare Boots DX
Slingsniper	100 Coins	300 Coins	EXP Bro Gloves DX
Star Rocket	100 Coins	300 Coins	Perfect Bro Gloves
Luiginary Ball	100 Coins	300 Coins	Coin Boots DX
Luiginary Stack	100 Coins	300 Coins	Sap Hammer DX
Luiginary Flame	100 Coins	300 Coins	Blunt Hammer DX
Luiginary Wall	100 Coins	300 Coins	Lucky Gloves DX

Battle Ring Costs/Rewards (Pi'illo Castle)

Battle	Turn Limit	Coin Cost	Coin Reward
Grobot X	6	100	600
Bowser X & Antasma X	8	150	900
Torkscrew X	8	200	1200
Big Massif X	12	250	1500
Mammoshka X	16	300	1800
Elite Trio X	12	350	2100
Pi'illodium X	26	400	2400
Antasma X	14	500	3000
Battle Medley	45	1000	10000
Robo-Drilldigger X	10	200	1200
Mount Pajamaja X	13	250	1500
Earthwake X	10	300	1800
Zeekeeper X	6	350	2100
Bowser X	6	400	2400
Giant Battle Medley	41	800	8000